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ELECTRONIC GAMING MONTHLY

MORTAL KOMBAT II™

NUMBER 54

$4.95/$5.95 Canada/£3.50
January, 1994
Volume 7, Issue 1

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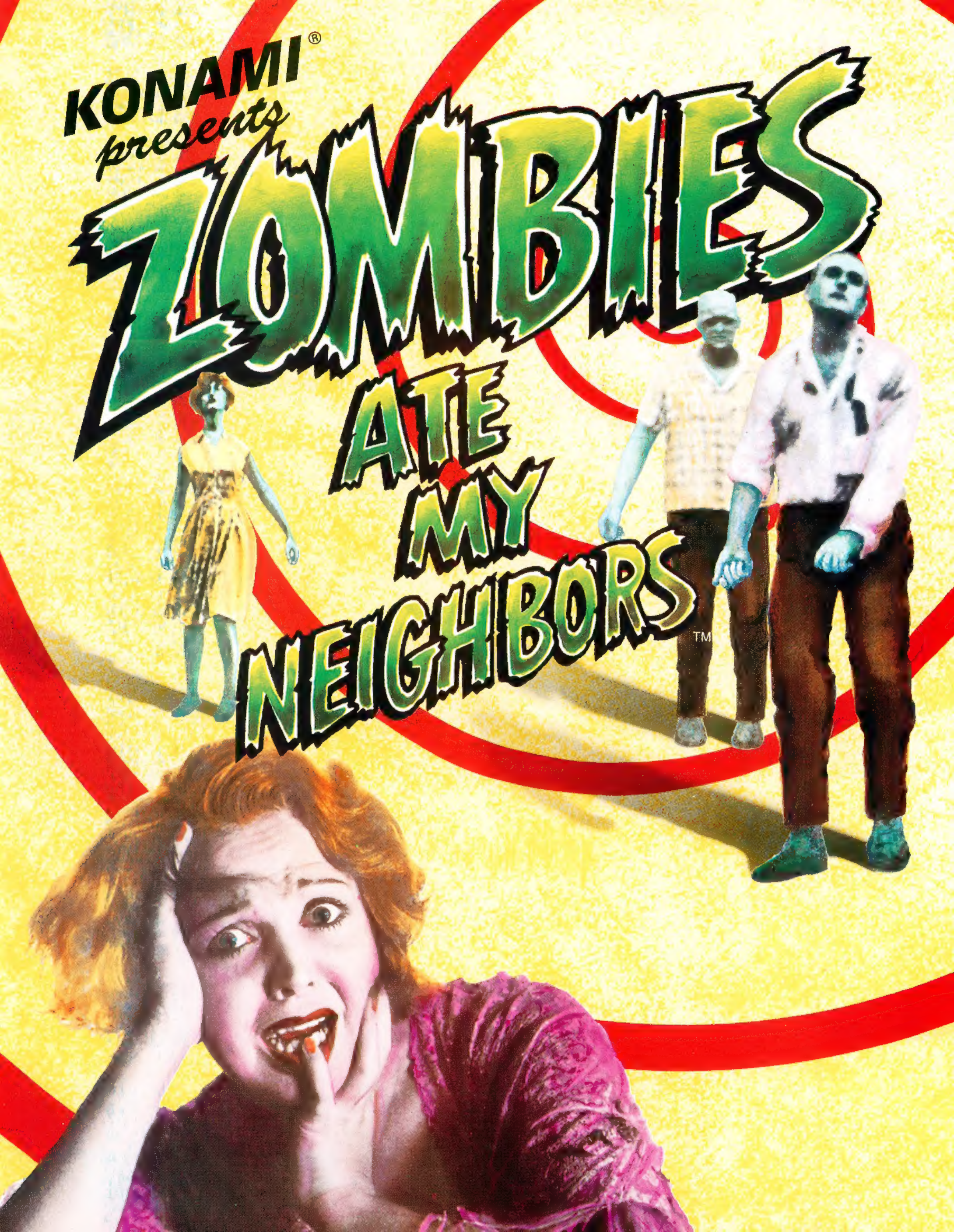
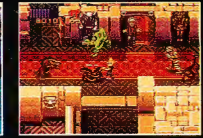
KONAMI® presents

ZOMBIES ATE MY NEIGHBORS™



"I LAUGHED. I CRIED. I SCREAMED BLOODY MURDER."

Anita Placetohide
-Amityville Herald



Only Konami® could bring something so demented and sick to your Super NES® and your Sega™ Genesis™ Action! Adventure! A real scream! A must see!!

"55 levels of sheer terror. Not a dry seat in the house."

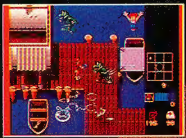
-Washington Post Mortum

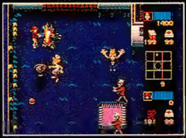
"MORE FRIGHTENING THAN YOUR MOM AT A THRASH CONCERT."

Slash Meehup-*Rolling Tombstone*

Thrilling performances by two teenage stars who must save cheerleaders, babies and BBQ-happy neighbors from every monster that ever stalked the cineplex.

"Somebody help me! Help me please!"





B.A. Goner-*New York Times Up*

Fifty-five B-horror movies rolled into one are now slaying in your neighborhood. Scream to the sounds of "Hedgemaze Chainsaw Mayhem," "Mars Needs Cheerleaders" and "Weird Kids on the Block." Find your way through a "chopping" mall, a grocery store, mysterious monster islands, a haunted house and your own Zombie infested backyard. Run, swim and trampoline over hedges to escape hordes of Zombies, Chainsaw Maniacs, Mummies, Evil Dolls, Lizard Men, Blobs, Vampires, Giant Ants, Martians and more. Or take them out with your uzi squirt gun, exploding soda pop, bazookas and weed wackers. In a pinch use one of your collectible power-ups like secret potions and bobo clown decoys. Go it alone or as a Zombie squad of two. The game goes on and on and on. Run for your life! It just won't die!!

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ZOMBIES ATE MY NEIGHBORS
GENESIS
SEGA
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ZOMBIES ATE MY NEIGHBORS
Nintendo
55 Un-Deadly Levels!
SUPER NINTENDO ENTERTAINMENT SYSTEM

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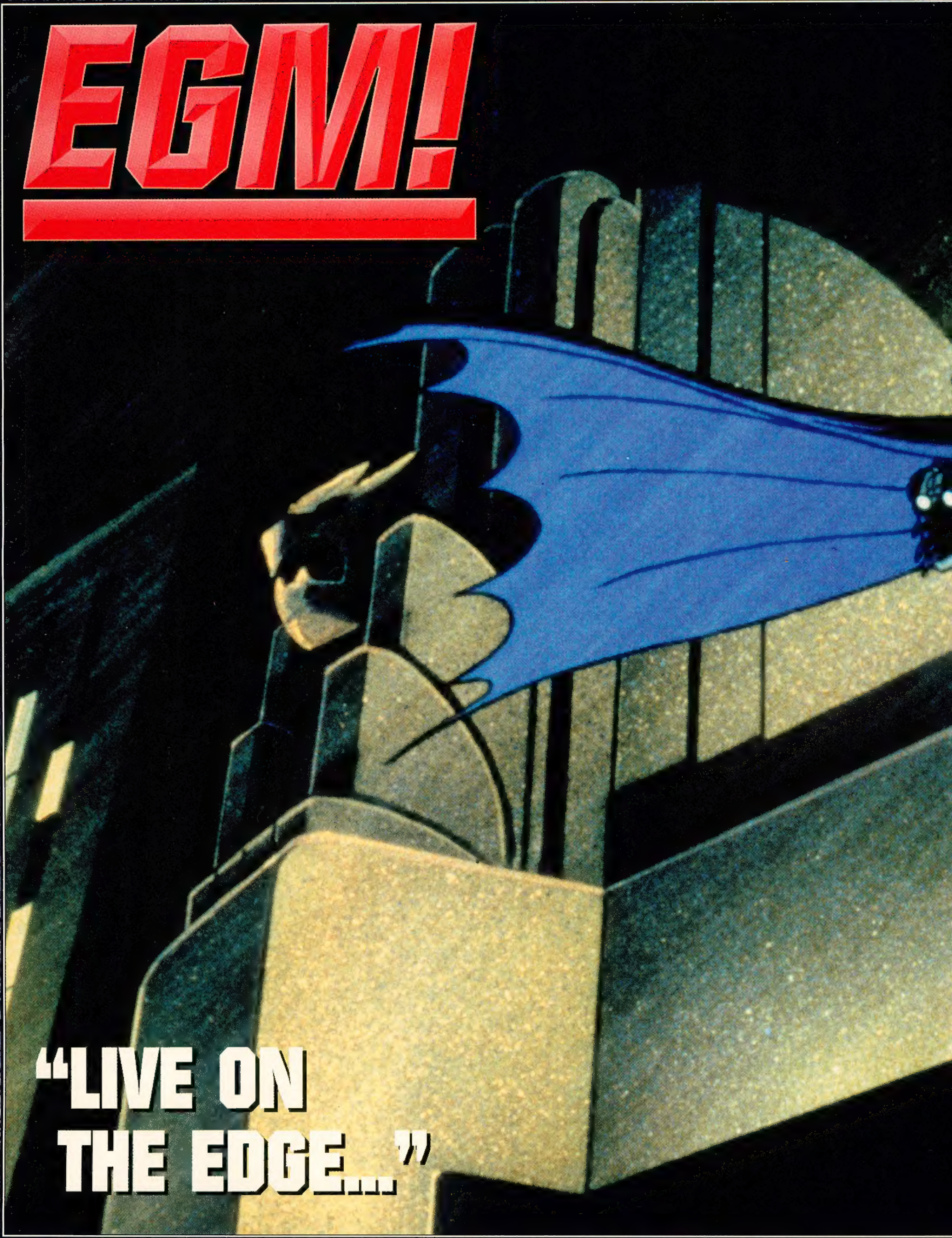
EGM!
"LIVE ON
THE EDGE..."

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EGM!

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January, 1994
Volume 7, Issue 1

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VIOLENCE IN VIDEO GAMES...PART 2!

Video game violence is in the news again. This time, though, the concern is being voiced from one of the highest levels of government—the Attorney General of the State of California. Government... brings shivers down my spine. We all know what happens when government tries to correct something—it either doesn't work, gets bogged down in red tape or legislation, or goes to such extremes that nobody is happy.

On November 16, Dan Lungren, the Attorney General of the State of California, held a press conference in Los Angeles that, in part, raised serious concerns about the "...shocking and obscene display of graphic, gratuitous violence [in video games]." Of course, the game in question was the Sega version of Acclaim's Mortal Kombat. Sega's Night Trap CD was also cited as another "bad" game. While he emphasized that he wasn't proposing censorship or mandatory government action, he did send letters to industry leaders (Nintendo, Sega, Capcom, Acclaim, Hasbro [whom he must believe is responsible for Night Trap], and also to seven retailers who sell video games.)"appealing to [their] sense of corporate and personal responsibility." He goes on to say that, unlike violent movies or suggestive music lyrics, which are passive forms of entertainment, "... video games require the player's total involvement." Statistics are cited to back up his statement and he concludes with: "We are deluding ourselves if we continue to deny any connection between the rise in violence on our streets and among our youth, and the daily bombardment of our youth with violent images in sports, movies, music, television and video games."

Quite a statement! I'm not going to repeat my comments on violence that I detailed in my September editorial, as I still believe in having the freedom of choice. But, there is much more involved than just damning Nintendo for not giving us the choice of what is in a game, and praising Sega for letting us decide what is good or bad.

After thinking about violence for a few months, a good analogy is the movie industry. Nintendo is the "Disney" of our industry. They only make G or PG games. That's it, period. Sega, being more liberal, is like any of the other studios who make movies with G or R ratings.

Nintendo's role is very clear. They have a standard and if you want to put out a game on their system you will do it to their specifications, which are squeaky clean G or PG games.

Sega, on the other hand, publishes games that could contain video graphics that may not be suitable for all audiences. They have a rating system. That I believe is good, but it is not working. If it was, Mr. Lungren wouldn't be complaining. Why isn't it working? Simple. Sega has not done enough to educate the public. Case in point: every movie ad, either TV or print, has to show the rating. Sega, you might want to force your licensees to do the same but also remember to do it yourself. Start the ball rolling by putting the ratings on all your ads. Page through this mag. How many times do you see a rating on an ad? Not very often. Also, spend some money and take out ads that explain your ratings. Use your publication *Sega Visions* as the media if need be. But don't just do it once and forget about it. Explain the ratings in every issue. Mom and Pop either haven't a clue as to what they mean, don't know that they exist, or don't know why the game got the rating. While you have some literature that Scholastic did on the ratings and an 800 parents hotline number (1-800-379 KIDS), the public apparently doesn't know about it, as our Letter of the Month points out. Having the ratings is half way to the solution, now develop the consumer awareness and confidence in what you did. The first thing a mom asks about a movie is "What's the rating?" Get it to the point where she says the same thing about a video game. If you don't, then guys like Mr. Lungren will do it for you. And none of us want to see that happen. Remember, he's the government and we all know what happens if he is forced to step in and fix the problem.

Tell you what Sega. I am going to make it a little easier on you, and I call on all my colleagues at the other video game magazines to do the same. Starting with this issue, every time we review a game we will publish your rating in our review. Also, send me your detailed guidelines and I will devote whatever space it takes to educate the public.

While the majority of attention is on Sega, every hardware and software manufacturer in this industry should think about this. With advanced systems like 3DO, Jaguar and LaserActive able to reproduce true video in a game, very little can be left to the imagination. It's just a matter of time before these games and companies are in the spotlight.

Is Mr. Lungren just blowing off steam, looking for a 'safe' reelection topic, or does he really have a point? Let me know and we'll devote a whole Letters section to your replies.

Ed Semrad
Editor

EGM!

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MARCH '94

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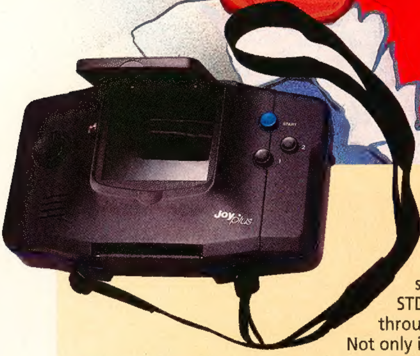


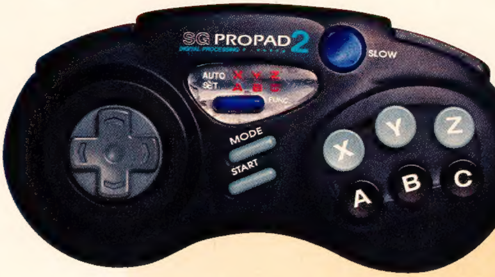
SGPROGRA
SLOW
AUTO
SELECT
START

Handy Gear

Weather conditions can often threaten your Game Gear's™ survival. But if you slip it into STD's Handy Gear you can play through rain, sleet or driving snow. Not only is the Handy Gear water resistant and shock absorbing, but it also has a built-in magnifier for better visibility and an adjustable screen protector to reduce glare. There's also room inside to store an extra cart. And the carrying strap makes it easier to play on the go. So strap on the Handy Gear and get ready for combat!

Sega Survival Gear™

More ways to win from STD!



SG ProPad²

Smash the competition with the SG ProPad², featuring the real 6-button fighting layout. With the unique synchro-fire setting you can transfer any one fire button or combination of buttons to the extra LEFT and RIGHT fire buttons. For example, if you transfer A, B, X, & Z to theLEFT button, it will fire all four at the same time. For some games, you may discover brand new moves no one has ever seen before! Plus, you can take control with independent auto-fire & slow motion. And the LED screen shows you which buttons are set on auto-fire. With the SG ProPad² you get in-your-face action!

make your own rules!

SET
FUNC.
B
C
A
X

SG ProgramPad²

The new 6-button SG ProgramPad² explodes with pre-programmed moves from your favorite Genesis™ games - MORTAL KOMBAT®, Street Fighter II CE™*, Streets of Rage 2™, X-Men™, Fatal Fury™, Jurassic Park™, Sonic The Hedgehog 2™, & David Robinson's Supreme Court™! Plus, you can program 6 of your own deadly moves from any game. Then check it out on the LCD screen. Tack on slow motion, auto-fire and button re-alignment and you've never had this much power in the palm of your hand! Whoever said that programmable was wimpy doesn't understand that sometimes you do whatever it takes TO WIN!

STD

110 Lakefront Drive
Hunt Valley, MD 21030
410-785-5661

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EGM!

JANUARY / 1994 / VOLUME 7 / NUMBER 1 / ISSUE 54

140 NBA JAM: OFF-COURT GOOD TIMES FROM THE PEOPLE AT ACCLAIM!

You say you want basketball? Well, we have got the basketball game for you—NBA Jam from Acclaim. Inside this issue of EGM, you'll find five hoops-filled pages of Acclaim's home translations of Midway's hot arcade games for the Super NES, Genesis and Game Gear systems. As you scan each action-packed page that only EGM can deliver, prepare to be slam-dunked into the basketball mania sweeping the nation. Make sure you don't foul out by missing this special feature.

ATTENTION! SEGA AND EA SPORTS PRESENT THEIR '94 SCHEDULE! 150

It's a sports-filled issue with 14 pages of the latest and hottest sports games coming in 1994 from EA SPORTS and Sega. EGM rings in the new year with a privileged peak at the great racing, baseball and hockey games on their lineup. Plus, we preview the latest golf and basketball carts coming from Sega.

186 ONCE JUST WASN'T ENOUGH! HERE'S A QUICK LOOK AT MORTAL KOMBAT II.

CHOOSE YOUR FIGHTER

It's back! It's bloodier! And EGM has all the facts, strategies, special moves and details of the sure-to-be-a-hit arcade game of the Christmas season! We have devoted eight pages to bring you the cutting-edge excitement of this sequel—Mortal Kombat II. If you're one of the millions who loved conquering your opponents in the original, then this arcade game is for you!

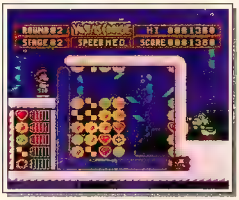
SUPER NINTENDO®
ENTERTAINMENT SYSTEM

YOSHI'S COOKIE™

Cookie Chaos for Mario and Yoshi!

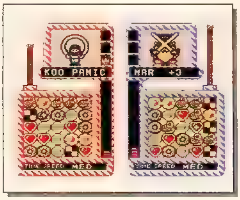
Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!

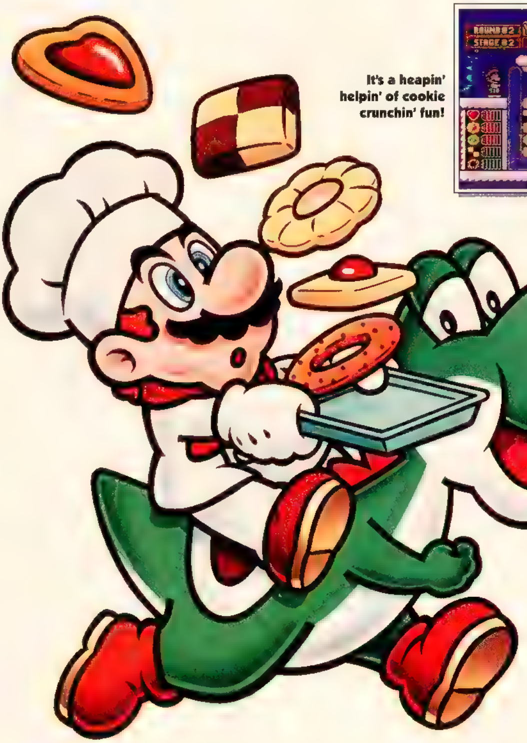


It's a heapin' helpin' of cookie crunchin' fun!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



Challenge a friend or the computer for more munchie-madness!



- 100 stages, plus bonus rounds.
- 1 or 2 players, or play against the computer.
- Choose to be Mario, Yoshi, the Princess or Bowser.
- Extra puzzle game from the creator of Tetris.

It's a snack attack!

Bullet-Proof Software, Inc.
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Redmond, Washington 98052

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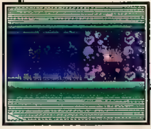

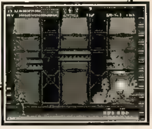

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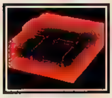

SUPER NES TIMES

Ring in the new year with Super NES games!

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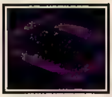
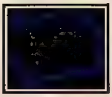
NINTENDO FORCE

Hold on tight with Cliffhanger!

268-270





OUTPOST SEGA

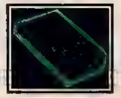
It's time to pop the cork on the champagne bottle and celebrate with some new carts and CDs. Toast such games as Dune, Bloodlines, Revenge of the Ninja, Zool and more!

222-260

ALL-OUT AMIGA

Go underwater with Pond... James Pond.

272-273



CLUB GAMEBOY

Climb the beanstalk along with Bart.

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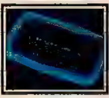
PLANET 3DO

Save the earth in Stellar 7: Draxon's Revenge.

264-266



SUPER GEAR

Play a game of Pinball Dreams.

280-286

"SCORE ON THESE GUYS, YOU'RE A HERO. MISS IT, AND YOU'RE HISTORY."

FEATURING ACTUAL NHLPA PLAYERS
NHLPA
11:33
04:45
15:07
COACH TEAM
EDIT LINES St. Louis
LINE 1
Player
INSTANT REPLAY
BRETT HULL HOCKEY
ACCOLADE
GAMES WITH PERSONALITY

"This could give 'face-off' a whole new meaning. Because in *Brett Hull Hockey*,™ you're playing with 600 scorers, goalies and grinders from the NHLPA.™ Like Yzerman, LaFontaine, Chelios, Essensa, Gilmour, McSorley, Roenick and Roy. All coming at you in 16 Megabit, digitized living color–skating hard and hitting even harder. Set your lines for every game situation. Then catch all the action from my exclusive broad-rink-side perspective. Broadcasting legend Al Michaels handles the play-by-play, and I'll even be around to help you score against the best in the business. When the game's over, get together with me for a little one-on-one shootout. That is, if you've got anything left." **Available for Super Nintendo® and Sega™ Genesis.™ Skate over to your favorite retailer or call 1-800-245-7744 to order.**

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AYE·CARUMBA!
COOL
RAD
WILD
ZOOM

THE HOTTEST TITLES. STATE-OF-THE-ART TECHNOLOGY. GAME SAMPLING.
CAN YOU HANDLE IT?
FUNTRONICS
SEARS

INTERFACE
LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you understand these rights then write us at: Interface, Letters to the Editor, c/o Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...

LETTER OF THE MONTH!

SEGA'S RATING SYSTEM?

I am not quite sure that I totally agree with Sega's new rating system. I think that (like in movie ratings) there should be a rating between "GA" and "MA-13" because Mortal Kombat and Splatterhouse 3 are much more violent and geared toward adults than Street Fighter 2. Yet they all received the same rating. I think that Street Fighter 2 should have received a "PG" rating, or one between "GA" and "MA-13".

I also think that Sega should do a better job rating their games. For instance Silpheed for Sega CD. Look at all the bad language in that game yet it got a "GA" rating. I think that something is very, very wrong here. On one end you have Street Fighter 2 for Sega Genesis, it has no bad language and hardly any blood or violence. On the other end, you have Silpheed for Sega CD. It has no blood and little violence but a lot of bad language. Right? Well then, why did Street Fighter 2 get a "MA-13" rating and Silpheed (with all its bad language) get a "GA" rating?

Philip Wormdahl
Salt Lake City, UT

(Ed. Great questions Philip. As you can see from Ed's editorial, we would like to know the details also. Sega's rating system, while a good step in the right direction needs not only an explanation from Sega as to who is on their rating panel, what their guidelines are for assigning the ratings and also how they plan to educate the public about the ratings.

On Sega's behalf, it should be pointed out that at least they are starting to publish some of the game ratings in their own magazine Sega Visions. *The coverage is very limited and far from complete (They state that they will only cover the "killer" titles, of which 18 were logically GAs out of a total of 21 rated games). At one point in time they also briefly described their ratings in an old issue of SV. NOTE: We've just learned today that Sega has a 1-800-379-KIDS hotline for the parents to ask questions.*

You're right about their rating system. To be truly effective it should be more detailed. With the MPAA ratings already established and working quite well, it wouldn't have been too difficult for Sega to copy what was already in existence (OK, maybe change a few things to avoid copyright infringement) but they didn't and there is some confusion when it comes to questionable language in games. Bear with us and we'll get to the bottom of this, hopefully in a month or two. Check our Review Crew for the Sega ratings on the latest games.)

WIN A PAIR OF ACCLAIM JOYSTICKS!

The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.

SEGA RESPONDS TO VIDEO GAME VIOLENCE!

After placing a few calls to Sega we have been able to get a copy of the letter that they sent out to Mr. Lungren regarding their opinion about video game violence. It is as follows:

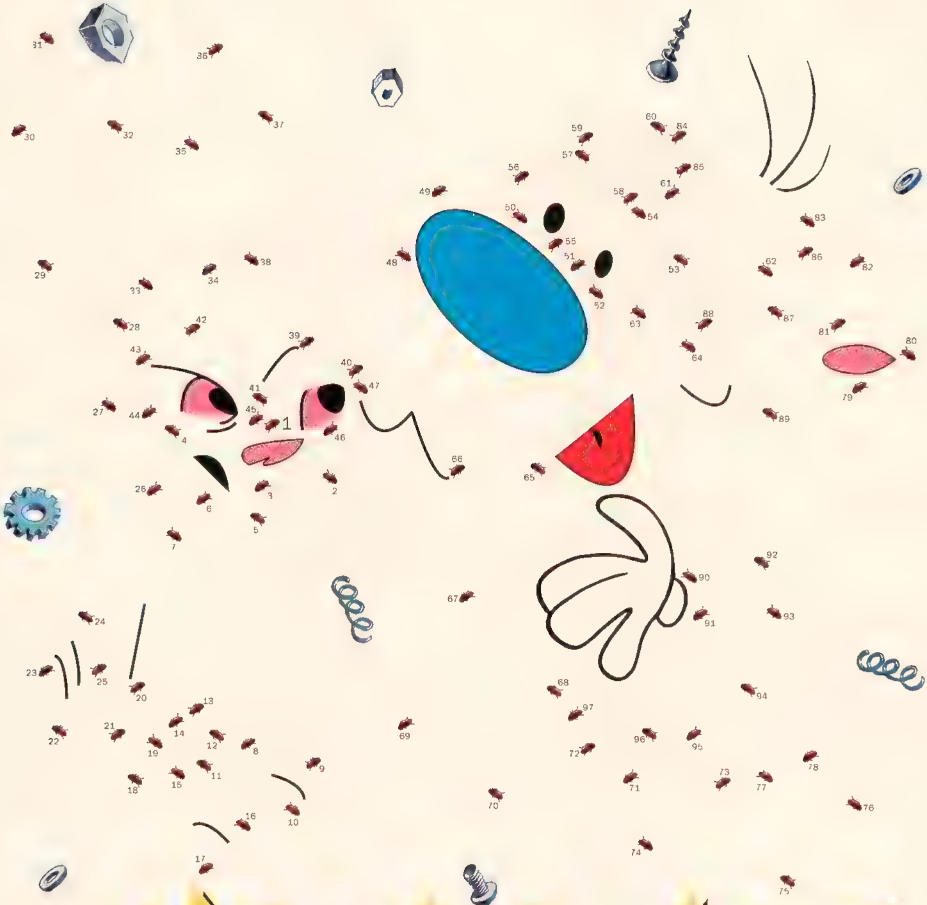
"We applaud Attorney General Dan Lungren's concerns. They are Sega's concerns, too. Sega is sensitive to the concerns of parents who need a standard for evaluating the age appropriateness of video games for their children. That is why we have established the Videogame Rating Council, an independent council of educators and child psychologists, to rate video games according to age appropriateness—GA for general audience, MA-13 for mature audiences with parental discretion advised, and MA-17 for adults and not appropriate for minors.

Sega believes it is the parents' right and responsibility to choose what is best for their children. This issue should be self-regulated by parents with information provided by the video game industry.

To help inform parents, Sega has instituted a comprehensive parental information program that includes a rating that is clearly marked on the front of each game package, a toll-free parents hotline (1-800-379-KIDS) and a brochure written by Scholastic Inc., the largest publisher of in-school educational materials, called "Everybody Wins: A Message to Parents about Video Games."

At Sega we have games for all ages of video game players. Ninety percent of our games are GA rated (General Audience), such as family entertainment titles like "Disney's Aladdin," "World of Illusion

(CONTINUED ON PAGE 18)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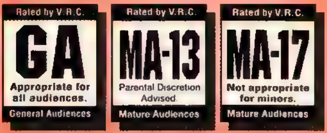
Guess who is starring in their own Sega™ Genesis™ game?

(connect fleas for answer.)

Hint:

Starring Mickey Mouse and Donald Duck" and Barney's Hide and Seek" to sports games such as "NFL Football '94 Starring Joe Montana" to action/adventure games such as "Sonic Spinball." With this wide diversity of games, we have taken the action of creating the Videogame Rating Council to better inform our consumers on the content and intended audiences for the game titles we offer.

Sega has spearheaded the Videogame Rating Council in hopes that it will become an industry standard. All Sega third-party software developers and Sierra On-Line are already using the Videogame Rating Council. We hope this call from the Attorney General will spur other hardware companies to join us."


Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences
Rated by V.R.C.
MA-13
Parental Discretion Advised.
Mature Audiences
Rated by V.R.C.
MA-17
Not appropriate for minors.
Mature Audiences

Sega's new game rating system needs explaining and more categories.

(Ed. The letter was printed on official Sega letterhead but it did not have a signature on it.

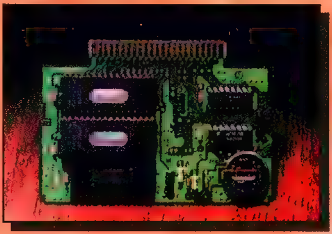
Just to test the hotline we called the 800 number. The person who answered did offer comments on games like Mortal Kombat and Street Fighter 2. He was very helpful. After we asked him, he agreed to send us literature on the rating system.

So is Sega in the clear? While they have taken steps in the right direction, they need to find more ways to get the information to the public. Their own publication—Sega Visions (which is sent free to all registered Sega game system owners) could be used more effectively to get the game rating information to the people who need to know about it. Ed said it all in his editorial. We can help get the message across, but Sega should do more. They ought to really start insisting that all ads carry the game rating. Also, the ratings are too general as the questionable language in some of the games (like Silpheed) is not being addressed. Duplicating the MPAA ratings is a simple solution. More next month when we dive deeper into how a game gets a rating. We will also get other industry comments on the subject.)

WHAT'S IT MEAN?

I've read your magazine for almost two years now. In those past two years, we've seen many technologies come and go. With that technology, you rattle off some pretty big words that not everyone is fortunate enough to understand. You've said things like E-PROM, Alpha and Beta copies of games, MHz, RAM, ROM and CPU. These words may be nothing for you people that deal with this technology everyday but for we 'common Joes and Janes' it becomes a real tongue twister. If at all possible, could you please let us know what all this technical stuff means?

Doug Shiwano
Tallahassee, FL



There's a lot of high-tech lingo going around, like this E-PROM pictured above.

(Ed. You bet it's confusing to keep up with the new lingo. We contacted Mary Snow, Associate Publicist for EA SPORTS at Electronic Arts, to get the latest scoop on how Electronic Arts and many of the other companies classify these terms. Mary states "Alpha software is the first time all the features are in the game. They are not necessarily working but they are in the game. Beta software is when all the features are there and working, bugs have been identified and are being fixed or have been fixed. Beta is typically two weeks before the software is final and 12 weeks before the software is shipped. An E-PROM is a prereleased version of the cartridge that is used for testing and it is also sent out to editors for review."

As for the other questions, we can answer for those. The term MHz stands for Megahertz and is the computing speed for electronic devices; the higher the number, the faster the speed. RAM and ROM are acronyms for Random Access Memory and Read Only Memory. The more RAM a system has, the more information it can store into the RAM which equals a faster speed. Read Only Memory, or ROM, is what many game cartridges use to store information. ROM chips can only have information put onto them once, hence the name Read Only Memory. CPU stands for Central Processing Unit and this is the brains behind any high-tech electrical device.)

NORTH POLE POLL

KIDS GO HIGH-TECH FOR THE HOLIDAYS

This seventh annual poll shows that kids love the old-fashioned traditions of the holiday season; but when it comes to gifts, they want high-tech toys.

The seventh annual survey, conducted in randomly selected schools across the country by the youth marketing research firm, BKG Youth, asked more than 3,000 kids, ages 7-13, what top five gifts they would like to receive this holiday season. In the top-ranking video game category, the Super Nintendo Entertainment System was the number one choice followed by the Sega Genesis. Super Mario All-Stars ranked first in video games followed by Mortal Kombat.

About 86 percent of the poll's respondents play video games. Of those who own computers, 63 percent say they use the computer most often to play games. Marian Salzman, author and president of BKG Youth, said those results were not expected. "As members of the Nintendo generation, kids' fascination with video games has made them much more computer friendly than their parents."

At the same time, the North Pole Poll shows that both children and parents are cautious consumers. Asked whether they would buy the established name or the new, more expensive technology when purchasing items such as video games, both groups overwhelmingly chose the established brands.

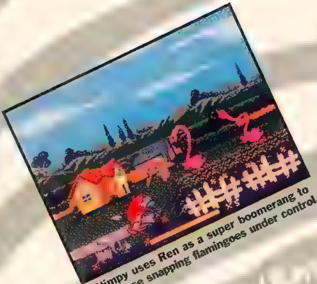
"People of all ages are interested in high-tech items," said Salzman, "but they're still concerned about price." According to this year's survey, most children expect their families will spend $100-$200 on them for holiday presents. Parents estimate they will spend $100-$300 per child on holiday gifts.

According to toy industry analyst, David Leibowitz, senior vice president of Republic New York Securities Corp., it will be another record-setting season for toy sales, including video games.

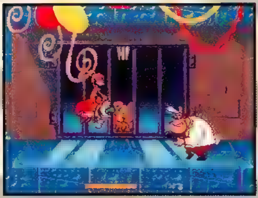
The high-tech theme continued when children were asked to give presents to certain celebrities. Choosing from a list of gift ideas, many of those surveyed gave high-tech answers when they decided Macaulay Culkin deserves a Super Nintendo Entertainment System while President Clinton should receive a one-way trip to Mars.

More in the traditional spirit of giving, 56 percent of those polled said that their families donate gifts of food to the needy during the holidays. About 72 percent said they would be willing to give one of their unopened presents to a needy child.

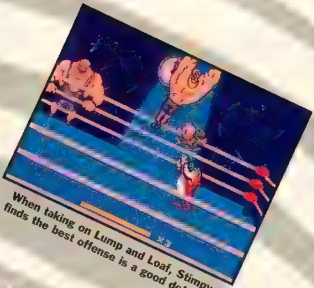
The preceding excerpt was from BusinessWire



Stimpy uses Ren as a super boomerang to get these snapping flamingoes under control.

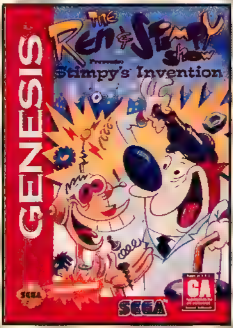


You'll have to move fast to avoid the repulsive clutches of the dog catcher.

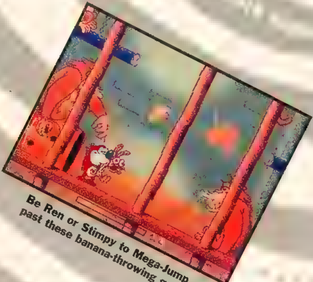


When taking on Lump and Loaf, Stimpy finds the best offense is a good defense.

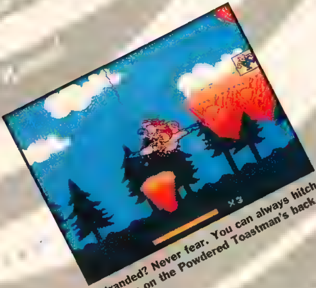
Stimpy's™ Invention*



New on Sega Genesis



Be Ren or Stimpy to Mega-Jump past these banana-throwing goons.



Stranded? Never fear. You can always hitch a ride on the Powdered Toastman's back.

SEGA™

GENESIS™

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Build an insanely over-priced sports car. drive it as fast as possible. And laugh in the face of authority.

{Just don't cry when you're sharing a cell with a big fat guy who picks his nose.}

Revell
3D
POWER
EUROPEAN
RACERS

Break all kinds of laws in one of four European Racers. Integrated video clips give tips on equipment and weather conditions while you try to outrun the cops and race on four different tracks. 3-D animated instructions help you build a model of your car so you can remember what it looks like after you wrap it around a guard rail. Available for IBM on CD-ROM and Sega CD.

The model makes the game better. The game makes the model better.™

EUROPEAN RACERS

The game has tons of cool video clips just like this one. Only different.

Bugatti EB 110

INTERFACE
LETTERS TO THE EDITOR

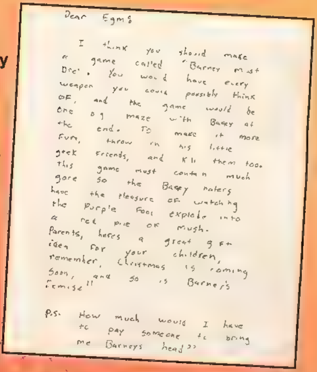
PSYCHO
LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to Newsweek. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!

Dear EGM:

I think there should be a game called "Barney Must Die." You would have every weapon you could possibly think of and the game would be one big maze with Barney at the end. To make it more fun, throw in his little geek friends, and kill them, too. This game must contain much gore so the Barney haters have the pleasure of watching the purple fool explode into a red pile of mush. Parents, here's a great gift idea for your children. Remember, Christmas is coming soon, and so is Barney's demise!!

P.S. How much would I have to pay someone to bring me Barney's head??



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demise!!

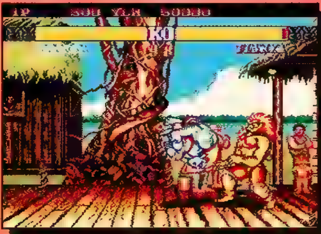
P.S. How much would I have
to pay someone to bring
me Barneys head??

Thanks go out to Robbie Allen of Ardmore, OK for his imaginative video game title. For his hard work and effort, Robbie will be receiving an EGM T-shirt and a complete library of the Barney and Baby Bop video collection. Enjoy!

THE PRICE WARS

When I read your issue 52 and saw that the PC Engine version of Street Fighter II: Champion Edition was selling for $26, naturally it was a big surprise to me. I called a mail order company and they wanted $99 for it and $39 for the six-button controller. Then I called another company and they wanted $79 for the game and $45 for the controller. When I told these people you said the game was $26 they said you guys didn't know what you were printing! All I want is an explanation to all this madness. Oh, one more thing. The people selling the game for $79 said that the adapter was made to fit Street Fighter II into the PC Engine, not the Duo. I don't understand.

Anthony Pattermann
Lake Mary, FL



The only place to find Street Fighter II for $26 is across the sea in Japan.

(Ed. You want an explanation? You got it. The $26 price quoted to us was from our foreign correspondent in Japan. While out on his rounds collecting games to preview in International Outlook, he stumbled upon some occasional stores selling the PC Engine version of Street Fighter II: Champion Edition for $26. When you called the mail order stores for prices, naturally they're going to be higher since they have to pay for customs, shipping and earning a profit margin as well. Stores in Japan are small and carry a lot of games. Based on demand, these stores are forced to clear out games that don't sell well and keep reducing the price to get it out of the stores. In America, stores buy the game for a certain price. Storage isn't usually a problem so these stores rarely drop the price lower than what they paid for it. The only way you could get a copy of SF2:CE for that price is to either know someone in Japan who can pick it up for you or head to Japan yourself and buy it. As for the adapter, that doesn't make much sense. The only reason you'd need the adapter is because you don't own a PC Engine, which Street Fighter II is designed to fit into.)

LASERACTIVE IS COMPATIBLE

After you introduced us to the LaserActive and said that games would also be developed in Japan, my big question to you is whether or not these games can be played on the American LaserActive system. I know that everyone is used to the restrictions Sega has put on Sega CD owners by not letting American Sega CDs play Japanese Mega-CDs. But since it's Pioneer, I'm hoping to hear that Pioneer hasn't forbidden the American public from enjoying overseas games.

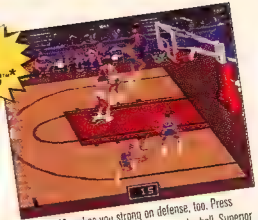
Chris Auburn
Amarillo, TX

(Ed. Good news Chris, now everyone can enjoy fun and fascinating games like Angel Mate and Melon Brains, two games developed in Japan for the PC Engine compatible LaserActive. There doesn't seem to be much of a concern at Pioneer for protecting American gamers from Japanese games, since many of the games have a more Japanese theme to begin with. And that says nothing about the language translation problems! However, there may not be much of a need to go searching for foreign games since many of the games will probably be picked up by an American company anyway. The cool shooter game called Vajra has a strong possibility of coming to the States along with Pyramid Patrol, the game that's reminiscent of Sewer Shark on the Sega CD.)

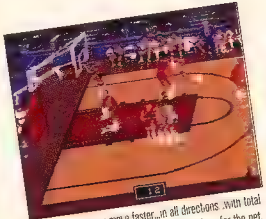
There's no need to worry. Cool games like Pyramid Patrol will come to the U.S.

Bulls vs. Blazers™*

Most SNES controllers make it difficult to move diagonally. The TT360 gives you the power to make diagonal drives on the net with no numb thumb!



The TT360 makes you strong on defense, too. Press Button B to select your man closest to the ball. Superior diagonal control puts you where you need to be, ready to hit Button Y and block the shot.

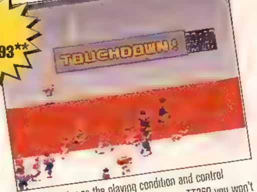


The TT360 lets you move faster...in all directions...with total circular control. Fake left and right as you drive for the net, then Button A for the Jump Shot.

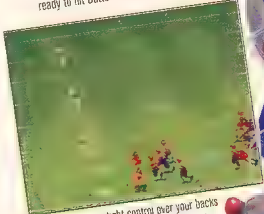
*Shown on SNES **Shown on Genesis

John Madden Football™ '93**

Pass plays call for split second reactions and timing. The TT360 gives you fine-tuned control over all your players, where old-fashioned controllers might only slow you down!



Choose winter as the playing condition and control becomes even more important. With the TT360 you won't slipslide away...or mangle your thumb trying to turn on a dime and make the end zone.

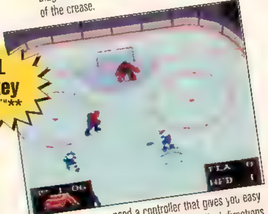


Now you can have tight control over your backs in an end run. The TT360 makes it easy...Left, Diagonal and Up in a simple thumb sweep. The advantage is yours. Drive for the goal posts.

NHL Hockey '94™**

This type of situation was made for the TT360. You need to move fast and tight to score. A direct attack...and old-fashioned controllers...won't make the grade. Head Diagonal behind the net and try to dump it in the corner of the crease.

You're on breakaway...one-on-one. Now's not the time for your controller to let you down. The TT360's smooth Touch Pad lets you switch direction fast to fake-out the toughest defense men. Cut to the Left Diagonal and go for the goal.



To be the best, you need a controller that gives you easy access to the diagonals as well as the cardinal directions. Use your right wing to pull your opponents off to the side. Diagonal pass, shoot, and score for victory. The TT360 can make you a winner.

PLAY WITH AN UNFAIR ADVANTAGE

When you play EA Sports® games, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360,™ The Ultimate Scoring Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate scoring machine and trashing your opponent... you know the guy using the old-fashioned control pad. So, play with an unfair advantage. Play with the Turbo Touch 360.

TURBO TOUCH 360
TURBO TOUCH 360

For Genesis, SNES, & Nintendo
TURBO TOUCH 360
TURBO TOUCH 360
TURBO TOUCH 360
TRIAX

TRIAX

Turbo Touch 360.
The Ultimate Scoring Machine.

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Turbo Touch 360® & EA Sports® Games.
The Winning Combination.

For the name of your nearest Turbo Touch 360 retailer or to place an order, call **1-800-858-7429.**

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INTERFACE
LETTERS TO THE EDITOR

WORLD HEROES REVIEW...GOOD!

I am writing regarding the 'World Heroes Rebuttal' letter in the Interface section (November, Vol. 6 Issue 11). I agreed completely with EGM on the rating of the game. World Heroes is only average at best. Although Mortal Kombat is not the greatest game, World Heroes is no way better. Being a programmer myself, I can relate to how Dan (WH producer) feels when a program he worked so hard on got bad reviews. But credits should only be given where they are due. I thought that EGM did a fair job at rating the game.

Jim Buu
Irving, TX

AND...WH REVIEW...BAD!

I have been reading your magazine for years. Even before I bought my first system since the video game crash of the '80s I read your magazine for information and guidance on current trends. That was when I was a sophomore in high school. Today, I'm a sophomore in college and I see that times have really changed. The Street Fighter 2 craze really affected the way you[r] company makes its magazine every month. What I once considered a must-have guide for anyone involved [in] video gaming has turned into something which curtails to a readership base that is even younger than Gamepro's.

Your overall ability of reporting has gone from very informative to ridiculous. Ed Semrad, I'm convinced, doesn't know what he is doing. In last month's issue [November], Sunsoft wrote to your magazine to argue that your review of World Heroes was bad and that it didn't do the game justice. Semrad wrote that, "You did a great job. You copied everything, even its deficiencies. But we are also saying that the arcade game is not that great, especially now." First of all, it isn't your job to criticize a reproduction of a game just because you didn't like the arcade game from which it is based. People who buy World Heroes will probably do so because they liked the arcade version. By writing that the game isn't good, you're implying that it's bad because it was not translated well. On the contrary, WH is an incredible translation and anyone who loved the arcade version will love this game. If your [you're] going to rate translations do it on two criteria; 1) Is the game a good translation of the arcade? & 2) How does the game stand on its own merits? As a reader, I like to think my opinion counts. And indeed they do. Semrad treated McArthur's letter with no regard for decorum or professionalism. Semrad concludes his reply with the phrase "Case closed." I beg your pardon, Mr. Semrad, but if you think you're the final word in deciding the quality of a product you're gravely mistaken. The only thing you achieved with that tone is to disgust readers into dropping your magazine. The one time Semrad disagreed with the Review Crew it made him look stupid. The WCES had just passed and Semrad wrote in his editorial that Silpheed was, unequivocally, the best game of the show. He wrote that StarFox paled in comparison. When the reviews came out, though, StarFox was game of the month and Silpheed was not. These inconsistencies are very common lately. Keep up the good work Ed.

To close, I don't think EGM is worth paying for anymore. I want information and instead I get a magazine written by people with inflated egos. I don't care how many 4-year-olds write and ask for a 10 page article on "A day in the life of EGM." Before signing off, keep doing what you do now and write your magazine like it's being read by illiterates and two year olds and when your adult readership plummets to the level of Gamepro's you'll find yourself asking, "You think we could have worked a little harder?"

Christos Kagadis
Tempe, AZ

(Ed. We want to thank Mr. Kagadis for his honest opinion about EGM. Unfortunately we had to trim his three page letter back to fit the space available, but his two points about WH and Silpheed are worth commenting on.

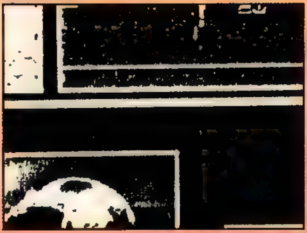
Regarding WH, we do rate arcade translations on many different factors including the two that you mentioned. Yes, WH is a great translation of the arcade machine, Ed said that, and you quoted him correctly as the underlined part shows. About how it stands on its own Ed also said that "Fighting games evolve and get better. Turbo SF2 is the best.." Put WH in the stores next to all the other fighting games and when Johnny comes in with only enough money to buy one game, which one will he buy...WH or Turbo SF2? There have been four million copies of Turbo SF2 sold and that speaks quite well for that game's popularity! You obviously like WH and disagree with our review (and also that of the most authoritative mag in Japan). Everybody is, of course, entitled to his/her opinion, but let's not get too carried away and damn the whole mag because of a review.

As to the "Case closed" statement, there was nothing bad intended with that statement, and when Ed went to Sunsoft to discuss the letter (before it ran in the magazine) nobody even gave it a second thought. However, since you are now a sophomore in college and read more into what was said, Ed offers his sincere apology to Dan, all the people at Sunsoft, to you and all our readers for being so abrupt.

Silpheed is a different matter. Ed raved about it at January CES. Remember that he is our Editor, and as such, he travels the world talking to the programmers, developers and game companies. He is privy to a lot more info that what we have back at the office. He saw something unique and exceptional in the game way back at the Tokyo Toy Show in June 1992. The game was progressing nicely at Winter CES and he wrote an editorial about it. If anything, it got everybody to take notice of it. Eight months later, all the other mags gave Silpheed exceptional ratings (and so did Ed), but the other three EGM reviewers didn't agree and they only gave it 7's. Hey Christos, isn't that kind of like your opinion of WH vs. our Review Crew's opinion? Was Ed wrong to see something and talk about it eight months before its time? Was it bad that his review didn't match with the opinions of our other three reviewers? If everybody has the same opinion then there is no need to have four reviewers. I guess we will just have to "work harder" in the upcoming months. Thanks again for your opinion.)

BAD PHOTOCOPY CONTEST!

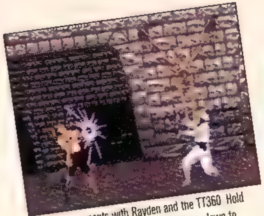
A new feature to EGM is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800% and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!



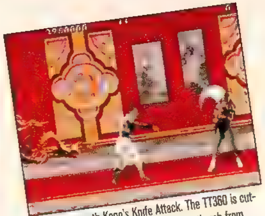
Here it is! Attempt to find this picture in the magazine, if you can!

Throw Liu Kang's finishing move with the deadly accuracy of true circular control on the TT360. Hold the Start Button and, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.

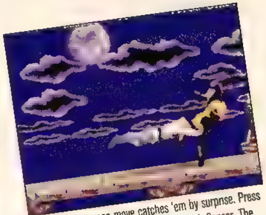
Kano's Spin Attack is a breeze with the TT360. Hold the Start Button and run your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



Fry your opponents with Rayden and the TT360. Hold down Button A and slide your thumb from down to toward your enemy.



Tear 'em up with Kano's Knife Attack. The TT360 is cutting-edge fast! Hold Start and slide your thumb from away to toward on the Touch Sensor. As fast as you can slide, you can throw.



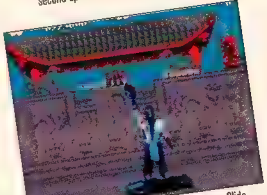
Rayden's Superman move catches 'em by surprise. Press away-away-toward on your TT360's Touch Sensor. The slide from away to toward gives you the win with split-second speed..without the numb thumb!

Real diagonal action on the TT360 gives you the edge! Chill 'em with the Sub Zero Freeze. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.

Here's a sneaky move the TT360 makes easy. Jump over your enemy, turn and press Button C. You'll make a throw they can't beat!

TURBO TOUCH 360™
TRIAX

"Get over here!" The TT360 brings 'em close with Scorpion's Spear. Rapidly press the Touch Sensor away twice and press Button A.



Shred some head on Sub Zero's Finishing Move. Slide your thumb toward-down-toward and hit Button A. This move is much easier than on a old-fashioned control pad.

BATTLE TESTED IN KOMBAT

When you go into Kombat, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360,™ The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know the guy using the old-fashioned control pad. So, go into Kombat to win – go battle tested with the Turbo Touch 360.

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INTERFACE
LETTERS TO THE EDITOR

VARYING PHOTO QUALITY?

I have been a reader of EGM for quite a few years and believe me, as soon as an issue is in the bookstore I am there to buy a copy. I live and breathe video games and probably have one of the largest collections of carts in our state. I have a problem with your magazine. I am done reading it the first week I have it and the next three weeks I have nothing to do. I get the other video game publications also but I usually blow through them in a day. So to occupy the rest of my time until the next issue is out, I go over your issue very, very carefully. I mean, real close. I have found all of your bad photocopy pictures and I think I even found Quartermann's hidden pig! Still I have time left over and I dig deeper into your issues.

There is one thing that I have noticed that pops up with constant regularity, and that is I think you have different ways of taking your pictures. Usually your Fact Files and general pictures are quite clear while those photos which are in the Next Wave, International and 'hot, exclusive' sections are of lesser quality (I told you I read very carefully!). Why is that?

Greg Starkee
Nashville, TN

(Ed. Looks like nothing gets by you Greg! Yep, you found out one of our deep dark secrets. We do take several different types of photos. There aren't two types but actually if you look real close you can see three different types of photos!

The first type are the ultra clear RGB frame grabs that we are able to do off of the prototype cartridges that the game companies send to our office. The equipment to do this is quite large and bulky and is not transportable. Therefore, we are limited to using it at our offices.

The second type of photos are taken using the same computer equipment but rather than using video game cartridges as the source material, we use video tape footage which Ed takes when he travels around the world. We could wait until the companies send us something that is professionally produced (game screen slides, video prints etc.) but then we would miss that month's deadline and end up using the same pictures that all the other magazines run the next month. Instead, we have created special portable recording equipment that allows us to tap directly into the source material. The quality is slightly less than direct RGB but very good considering the conditions.

The third type of photo could be classified as a 'spy photo' (like the ones you see in the car magazines). These are made 'on the fly' with a special camcorder that Ed takes wherever he goes. The Mortal Kombat 2 arcade photos that appeared in last issue would be an example. The pix are of marginal quality but are adequate to show what the game is about. Usually by the next issue we have better source material and we then go back in again and cover the game in more detail. An example would be the Accolade Special Feature in this issue. None of the other mags who were there took photos. Whose coverage would you like to read?)

MORE JAGUAR COVERAGE!

When I opened your 52nd issue I was sure that you would have had at least one Jaguar review, but there was none. There were even 3DO previews and it isn't available yet, while Jaguar is already available in NY, SF and by mail order. Jaguar is the better game system and I believe that there will be more Jag owners than 3DO owners. And if the Jag has a future as good as Atari promises, it could become #3 or even #2. I bought a Jag because Nintendo still doesn't have its Super NES CD and it has good games (not great games but they will get better soon).

As I wrote above, start writing about Jag's games and don't forget to change your cover to include Jaguar and 3DO.

Haralds Jass
Vancouver, BC Canada

Atari's new 64-Bit Jaguar roared through NY and San Francisco in November!

(Ed. We also believe that the Jaguar has a great future in store for it, especially since its price is only $250. It probably will take over the #3 spot as soon as the systems and games are available nationwide.

We did not have any reviews in the November or December issues as Atari has not yet sent us a production system and finished games. As soon as this happens, we will be doing Jag Fact Files and including Jag reviews in our Review Crew column. Previews of new games (from Ed's visits to Atari) started in December and are now a regular feature.)

WHAT IF!

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...E. Honda beat everyone in Street Fighter II by eating them?
Daniel Gill, Viallejo, CA

...Your readers felt there weren't enough fighting games?
Andrew Doane, Dartmouth, CAN

...Our good friend Phil Mushnick was the final Boss in Mortal Kombat II and his finishing move was total dissection of his foe?
Nelson Nutter, Salem, NH

...Nintendo decided that sweat was a bit too graphic?
Jonathan Hironaga, Campbell, CA

...Sonic was caught speeding in a school zone?
...Speed Racer was stalled in Jurassic Park and couldn't get the Mach 5 started again?
Melissa Smith, Sarasota, FL

...Barbie was a Menacer title?
Brandon Mason, Middlesboro, KY

...Joe Funk dropped that watermelon?
...Shang Tsung met Sheng Long?
...We got prizes for writing to the *What If* section?
Ruel Gonzales, Los Angeles, CA

...Yeltsin was on the cover of EGM now that *Time* has had video games on their cover?
Marcus Trapp, La Crosse, WI

...Sushi-X could say a complete sentence without mentioning Street Fighter II?
Daniel Lopez, Reisterstown, MD

...Trickman Terry went through a whole month without getting a speeding ticket?
David Sinch, Olympia, WA

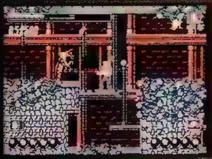
Send your 'What If's' to:
EGM What If's
1920 Highland Ave. Suite 222
Lombard, Il 60148
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

FANG-TASTIC JOURNEY

With a mad howl, the transformtion is complete—and the journey begins.

From the fire you emerge, half man, half monster . . . a snarling wolfbeast hellbent on revenge. There's not a bolt-spitting arthropod who can stop you on your quest to rescue your father. Tonight you've got enough animal instinct to tear apart a thousand mutant minions.

It's full moon fever and Wolfchild to the rescue!



Pray for your life in the Ancient Temple and splatter mutating larvae and man-sized cockroaches.

In the madman's lair battle body-snatchers and fire-spewing gargoyles before facing the psychopath himself.

Speed your way through the jungle while fending off volatile vegetation and scaly lizard mutants.

Hair-raising graphics bring to life every mutation, including salmonhead laserblasters and deadly airborne assault squads.

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INTERFACE
LETTERS TO THE EDITOR

MORE NES BASHING?

I have been reading your magazine for several years now and have never been disappointed with the way you handled the job of bringing video game news to the uninformed masses, until now.

In issue 52, you addressed the new design of the NES as a useless endeavor, calling it a dinosaur, a useless waste of time, money and effort. Also with the advent of the new, more powerful systems, the amount of NES bashing you do has multiplied. I take offense at this. Has the staff at EGM forgotten what they single-handedly accomplished not more than a few years ago? A stagnant video game scene, still reeling from the crash of the early '80s, barely held up by personal computers, and here comes Nintendo with their historic first game system. Sales of cartridges and systems skyrocket. What was once thought as a stupid fad is now deemed a hobby. The ensuing mayhem causes many magazines catering to the fans of this ever-growing phenomenon to be born or resurrected, including the popular and excellent EGM. You guys wouldn't have jobs today if it wasn't for Nintendo!

Now with the dawn of 32-Bit, 64-Bit, and CD-ROM technology, the poor NES is showing its age, losing ground, probably getting ready for the graveyard of obsolete game systems. The problem I have is the fact that you keep on downplaying it, ridiculing it for trying to survive. This I find a kin to spitting on its grave. You should be devoting time to praising its persistence and accomplishments, not saying that because a better machine is coming along, all NES' should be thrown out to the junkheap. The bottom line is, even though I love the Super Nintendo and will probably buy Project Reality if it ever materializes, I will never ever fail to fire up the old NES and remember when an excellent and enjoyable game didn't have super hyper 3-D rotoscoping graphics and Q-Sound effects.

Alex Gold
Smithtown, NY

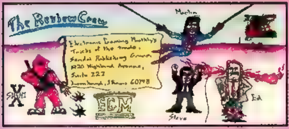
(Ed. Since you state you are a frequent reader to the magazine for many years, you may have noticed that the number of NES games we preview and review has dropped more and more as the years went by. When Sega introduced the Genesis, people knew they were ready to dive into the world of 16-Bit games. It's happening all over again with the advent of 32-Bit and 64-Bit systems from the likes of Commodore, Pioneer and Atari. As these systems mature, companies are starting to leave NES game production all together. The NES has had its years of success and it's really beginning to show its age against stronger contenders. The public decides what stays and dies. Judging by sales records, we'd say the NES is on its way to its grave.)

The future of the NES still looks bleak, despite some owners' strong interest.

EGM! SPECIAL ASSIGNMENT!

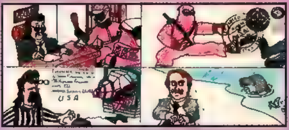
Your mission is to draw what the infamous Cyber-Boy looks like in his native habitat. Your efforts could pay off by winning an ultra-cool joystick for the system of your choice. Get those pens and pencils going! For a hint, Cyber-Boy was pictured somewhere in issue 50.

Here are some examples of the EGM Review Crew doing what they do best. Although nobody really knows what Cyber-Boy really does in his spare time, it's up to you to draw him in a scenario that would suit our cybernetic employee. Be sure to include what game system you own for the prize.



The Review Crew
Martin
Electronic Gaming Monthly's Tricks of the Trade, Sendai Publishing Group, 1920 Highland Avenue, Suite 222 Lombard, Illinois 60148
Sushi X
EGM
Steve
Ed

Lincoln Irwin
Blairmore, Alberta, CAN



Manuel Ramirez
Mexico, D.F.

POSTCARD PARANOIA!

The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.

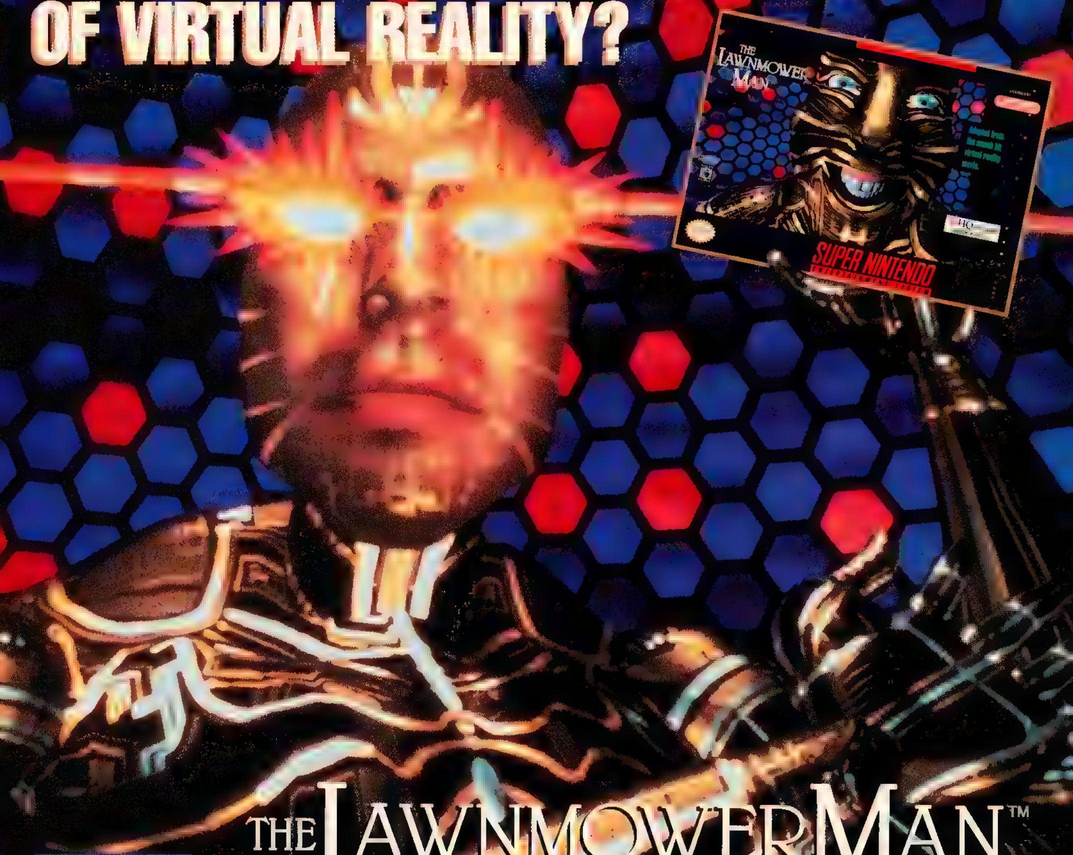
To take the sting out of springing real money for an ugly postcard, Sega has volunteered to give the winners one of their new six-button controllers and a Game Gear Carry-All case! Keep your eyes open as ugly can now pay off!

This month's winners are some real dogs. If you think you've got what it takes to top these winners, then break a pen and send your postcards addressed to Interface: Letters to the Editor.

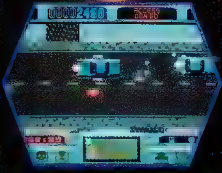
Beware! The fish are dangerous in these parts. Congrats go to Todd Rosenfield of Lexington, MA.

"The factory tour was a real blowout!" quotes Bryan Griffin of Kerrville, TX, our second prize winner.

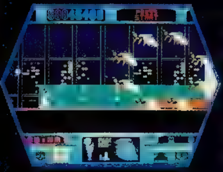
CAN YOU FACE THE DARK SIDE OF VIRTUAL REALITY?



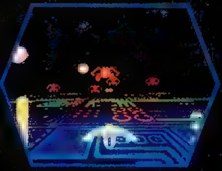
THE LAWNMOWER MAN™



In the real world, you will battle CyberJobe's minions.



A seemingly normal office building becomes a den of nightmarish danger.



In the Virtual Worlds, you will encounter terrifying manifestations of Virtual Reality.

As a movie, The Lawnmower Man exploded the limits of graphics technology. As a game, it will blow your mind with a dazzling blend of breathtaking 3D and blockbusting action.

It all begins in the shadowy research agency known as 'The Shop'. Here, the brilliant scientist Dr. Angelo uses Jobe, a simple Lawnmower Man, as a guinea pig in his Virtual Reality experiment...and creates a monster, transforming him into the superhuman CyberJobe who vows to dominate mankind. Now the race is on to destroy The Shop before CyberJobe can break out of their computer system and reach the global computer network, from which he will be able to control and manipulate the world's computers.

Nothing can prepare you for the amazing world of virtual reality...

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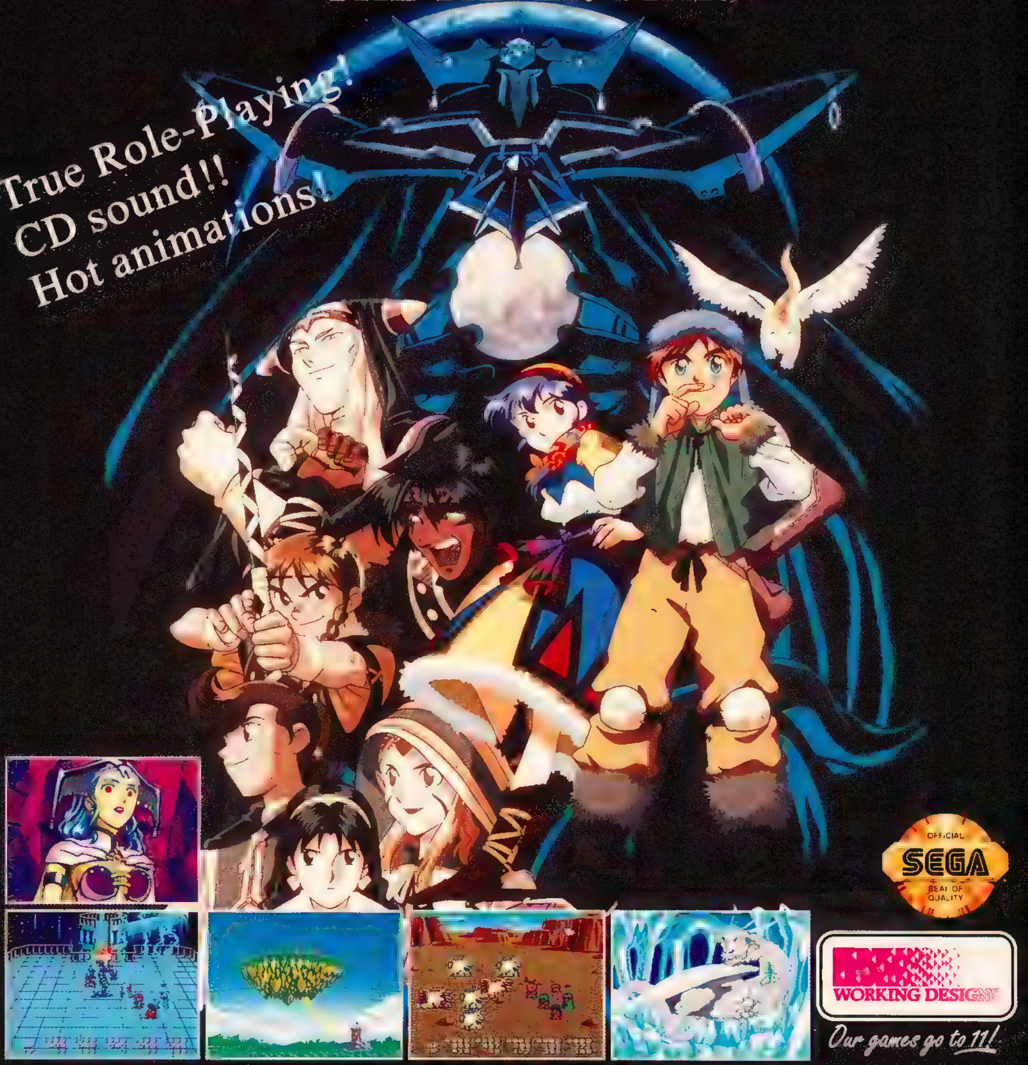
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You're a mercenary mowing down every diamond-spitting toad and back-flipping lizard freak in your path.

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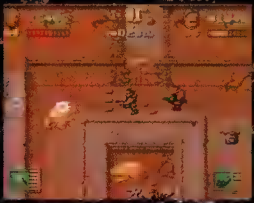
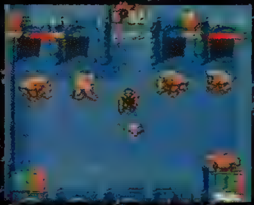


Around every corner lurks another sleazeball with a bad attitude.



You'll need a partner to watch your butt. Recruit a friend or let the computer back you up.

Set up crossfires and ambushes, because teamwork is the only way to survive.

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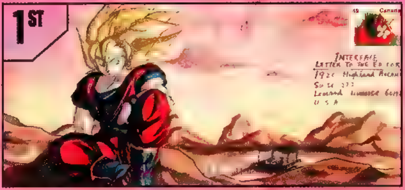
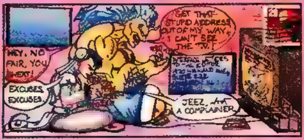
EGM ENVELOPE ART!

What do you get when you cross a Michaelangelo with a Mario? You get EGM's envelope art! Send us your best scenes and if you get first place you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!

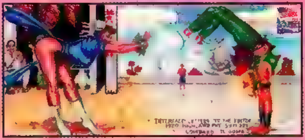


Ellen Tam
Ontario, CAN

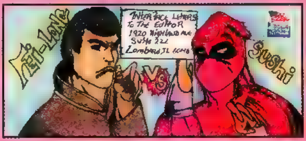
Due to the overwhelming number of Envelope Art entries we've received, this section is expanded to fit 'em all in. So all you budding artists out there, keep those pencils scribbling so you can win your share of the prizes, just like the Fire Stick pictured below. Good Luck.


GET THAT STUPID ADDRESS OUT OF MY WAY, I CAN'T SEE THE TV!
HEY, NO FAIR, YOU CHEAT!
EXCUSES, EXCUSES
JEEZ, WHAT A COMPLAINER

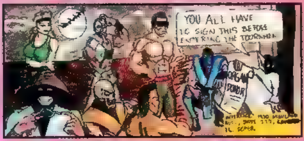
Stacy Drake
Fernley, NV



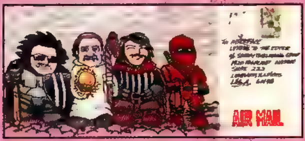
Jack Wong
Glendale, CA


Fei-Long
VS
Sushi

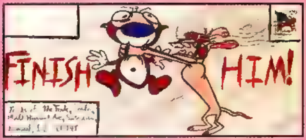
Fernando Diaz
New York, NY


YOU ALL HAVE TO SIGN THIS BEFORE ENTERING THE TOURNAMENT

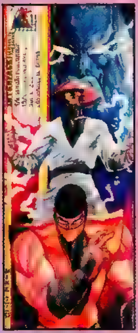
Victor Rodriguez Tello
Wilmington, CA



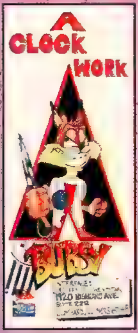
Irwin Jose
Manila, Philippines



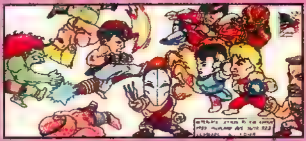
Jeremy Lindermann
Memphis, TN



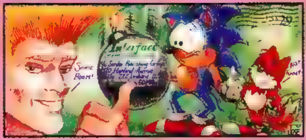
Michael Cornejo
San Francisco, CA


A CLOCK WORK
BUBSY

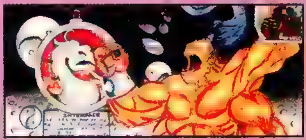
Brad Canby
Visalia, CA



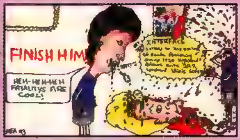
Thomas Cho
New York, NY



José Felix
Bronx, NY



Bobby Thomas
Rohnert Park, CA


FINISH HIM
HEH-HEH-HEH FATALITYS ARE COOL!

Michael Ahrens
Oxnard, CA

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FIRST PRIZE - FIRE STICK

The first place prize is a Fire Stick from G & C Joystick Manufacturing. For product info write P.O. Box 848, Paramount, CA 90723 or call (800-JOYSTICK).

QUARTERMANN'S

Q-LETTER

GOSSIP FOR EGM SUBSCRIBERS ONLY!

...Oh boy, loyal Q-readers, the Q-Mann is back once again with a handful of taunts and a boatload of rumors from the underbelly of the video game industry. Plenty of laughs this issue, kiddies, as yours truly exposes the truth behind the Saturn system and dives deeper into the swirling current of gossip circling around Nintendo's latest super system announcement...For starters, Nintendo is already starting to re-evaluate the decisions behind the Silicon Graphics brains that were originally going to be placed under the hood of their Project Reality. Either that, or the Q has discovered that Sega is a lot smarter than Nintendo gives them credit for. Developers for Sega's latest mega machine have been told that one of the first platforms that will be used for the development of Saturn software is, you guessed it boys and girls, the Silicon Graphics work station! While SGI rakes in the cash, however, game developers are scrambling to find programmer/artist types sophisticated enough to use the 100K+ machines. The Q-Mann can't wait to see what both machines can do, but with Sega and Nintendo both trying to out-do the other in the design stages, yours truly wouldn't be surprised if the machines never came out (although the big N would be batting 1.000 if that bit of speculation were to come true)...The Q-Mann wishes to extend a great big word of congratulations to Andy Eddy. Previously of the now defunct Video Games and Computer Entertainment, our main man has signed on for an extended tour of duty with GamePro. My hat's off to you bud, and for all of you who have been writing in, his wife's name is not Betty...

...Off to other shores, the Q-Mann has learned that a flood of European developers have set their sights on the U.S. as the next video game world to conquer. Quartermann is predicting here that no less than a dozen new companies, all with roots firmly planted in the U.K., will make their way across the big lake looking to spread their gaming talents on players throughout this country...Speaking of the England, the Quartermann has seen an early mock-up of the U.K. version of EGM, which will hit bookstores through Merry 'Ol England in a few months. Look for my name to grace the pages if you're on holiday...Sega's readying a new CD-based game that's absolutely incredible! While the Q-Mann is sworn to secrecy, I can tell you that it updates an existing Sega franchise and includes some of the best graphics and music you'll ever find in a home video game. Look into next issue for more info...

...The third wave of 3DO software that is now about 50% has a few shining stars standing out from the pack, including Tidal Wave, which has nothing to do with water, but does have some of the most unusual play mechanics the Q has ever seen. This system is long on graphics and cotton candy, but until the beefier titles start showing up, my opinion of the super system isn't going to move much. Although Wall Street feels that the machine may be more air than reality, yours truly is willing to stick it out for the long run...Comic companies are auctioning off the rights to their games left and right. Look for TH*Q to serve up Jim Lee's WildC.A.T.s, Sony will deliver Todd McFarlane's Spawn, and other hot properties like Shadowhawk and Youngblood are also in development...Mortal Kombat 2 is roaring through arcades, with the hottest selection of characters, hidden play techniques and background story this Q-Mann has ever laid eyes on! Until the final version hits the streets about the time you read these words, the final characteristics of all the Kombat participants is unknown (Midway keeps changing the chips at the test sight every day)...Video games are going to the movies, with Street Fighter and Double Dragon now underway. One of the founding fathers of Lightstorm Entertainment, meanwhile, has acquired the rights to produce TV and movie versions of Mortal Kombat and Trimark will be making a movie and video game of their new title, Evolver, at the same time. The Q-Mann pulled a few strings, kiddies, so keep your eyes peeled during Evolver and you might see John Conner reading a copy of the number one name in video games...

...Both Electronic Arts and Atari are courting arcade operators and developers to create special coin-op versions of their boffo home hardware! The Q-Mann has learned that both companies are searching for ways to expand the scope of their presence in the market and also create their consumer titles while building in some arcade exposure at the same time...The big rumor of the month is that Electronic Arts is aiming for Williams in an effort to capture the license to hot titles like Mortal Kombat 2 and others. Seems the deal for Midway to move into consumer gaming has met with a snag and EA, a company best known for its home sports games, is looking for some licensing power. Acclaim is trying to bid for an extension on their agreement with Midway, but as of press time, the Q-Mann hears rumors that EA has the upper-hand...While we're on Midway (and before we run out of room), the Q has played an early version of the company's Judge Dredd coin-op (based on the Sly Stallone movie coming next year). Good stuff!...

- QUARTERMANN

The Q-Mann Top Ten will be back again next month, kiddies, so that EGM can bring you this important announcement...

IT'S NOT A TEST!

THIS IS AN EMERGENCY!

**and EGM IS
THE PLACE TO BE!**

THIS IS YOUR CHANCE TO WIN YOUR VERY OWN MORTAL KOMBAT 2 ARCADE MACHINE!

...'Tis true, Quarter-Fanns, the one and only guru of gaming info has twisted the Boss' arm to give you the ultimate contest for the readers of the ultimate game mag! This is your chance to connect with EGM and get the goods in return - your very own Mortal Kombat 2 machine delivered right to your door! What a deal!...

...Simple fill out your name, address, phone number, age, and favorite Mortal character to Sendai H.Q. for automatic entry into this killer contest! The rules are the same as all the other Sendai contests, and the decision of the judges (that's me) is final...

...So show your stuff and get the card in today, bucko, because the Q-Mann's only gonna wait until January 1st for the cards to get here - after that and you're dropping quarters at the arcade! Act today and remember, void where prohibited by law, taxes are the responsibility of the winner, the decision of the judges is final (you already said that stupid), and the random drawing will be made from all entries received before January 1, 1994. Got it? Good!...

SUPER EMPIRE STRIKES BACK

THE Q-MANN HAS USED THE FORCE TO REPORT WITH THIS SPECIAL REVIEW OF ONE OF THE HOTTEST ACTION GAMES GOING FOR THE SUPER NES!

...While yours truly has a very special place in his heart for the first installment of the 'Super' Star Wars saga, this follow-up to the first game takes the concepts behind the first and expands them with mixed results...

...While the scope of the game levels remain expansive, and the standard scrolling action is broken with additional play modes, extra features often muddle, rather than improve, the game play...

...Still, if you're a Star Wars freak and into these types of action games, Super Empire doesn't disappoint. The only real let-down is an expectation for something a little beefier than the first entry as well as a longing for the next chapter, "Return of the Jedi", once the game ends...

Q-MANN RATING: 8

SEGA
REN & STIMPY

THE Q GOES ONE-ON-ONE WITH THE MOST UNIQUE GAMING DUET TO APPEAR SINCE PAC-MAN!

...The latest take on the Nicktoon stars definitely does a lot to elevate the concepts behind the show into a legitimate video game contest. The mix of humor and action keeps the pace of the game ever-changing and at most times left the Q-Mann in stitches! The action isn't overwhelming, so gamers of all ages should connect with the concepts embraced in this game. Overall, this cart is plenty of fun from start to finish...

Q-MANN RATING: 8

...We'll have the Top Ten back again next month (no questions this time, my loyal Q-friends, but the legal white shirts made me put the contest notice in again! Get your entries in now, because that MK2 machine could be yours!

INSTANT PARTY JUST ADD BOMBS!

Super Bomberman Party Pak
HUDSON SOFT
Features include:
1- to 4-Player Battle Mode
12 customized Battle Zones
1- or 2-Player Adventure Mode
New Power-ups for super action!
Includes Super Bomberman Game Pak and Super Multitap Accessory
Includes the Super Multitap™ accessory!
SUPER NINTENDO

Now you and three of your friends can play the hottest game for Super NES at **THE SAME TIME!** The Super Bomberman Party Pak features the mega-popular Super Bomberman game and the Super Multitap accessory! Hook up four players for nonstop, bomb blasting action in the Battle Mode! Or go on a two player adventure through 48 levels of monsters and robotic traps designed to blow you off the screen!

SUPER NES
MULTIPLAYER ADAPTER
MULTITAP

- Super Multitap accessory included with the video game!
- Super Multitap compatible with every multiple player game.
- Choose from a dozen wicked backgrounds in the Battle Mode.
- Compete against friends or computer rivals in action-packed rounds!

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A NEW BREED OF PARK... A

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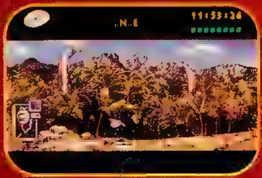
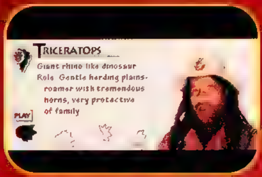
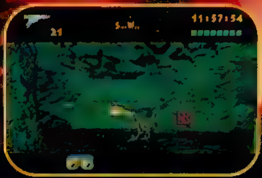
DIFFERENT KIND OF ADVENTURE!



QSound™ and 360° excitement means there is danger around you no matter which way you turn!


TRICERATOPS
Giant rhino like dinosaur
Role: Gentle herding plains-roamer with tremendous horns, very protective of family

Paleontologist Dr. Robert T. Bakker knows his dinosaurs, and if you pay attention, you will [illegible]



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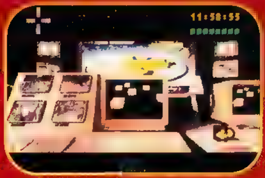
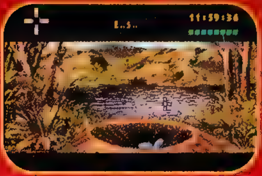
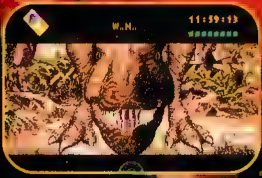


The high-tech computer room is the nerve-center for your journey...and your lifeline!



What could be more valuable than real dinosaur eggs... (except your life)?



This could be the last thing you see...

JURASSIC PARK™

SEGA™

WELCOME TO THE NEXT LEVEL.™

REVIEW CREW

40 GAMES REVIEWED!!!

Mega Man X, Obitus, Chester Cheetah 2 SNES, T2: Arcade Game, Alfred Chicken, Dennis the Menace, Jurassic Park, Aladdin, Cliffhanger, Super Goal 2, Dune, Eternal Champions, The Untouchables, Sky Blazer, Soldiers of Fortune, Young Merlin, Crash Dummies, Chester Cheetah 2 GEN, Time Killers, Dracula CD, Zool, The Lost Vikings, Fido Dido, Aero the Acrobat GEN, Race Drivin', Fatal Fury Special, Putt Putt Joins the Parade, Ren & Stimpy, Joe & Mac, Fun & Games, Stellar 7 3DO, Battle Chess 3DO, Rescue Rangers, James Pond II, Bart vs. the Beanstalk, Sonic Chaos, Duck Tales 2, Deep Duck Trouble, Chuck Rock 2, F-1 Grand Prix

MEET THE REVIEW CREW!

ED SEMRAD

Ed's New Year's resolution is to rid himself of dancing broccoli and rockin' ABCs for good. Who knows what 'the Boss' will have him eating now?

Current Favorite Games:
Angel Mate; Cybemorph; Mega Man X

DANYON CARPENTER

Danyon's New Year's resolution includes getting that hat surgically removed from his head. He also wants to play more of his fave games during cold Winter months.

Current Favorite Games:
Mega Man X, Dune, Jurassic Park

AL MANUEL

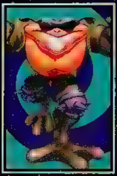
Al's New Year's resolution includes giving bad games a fair chance even when they don't deserve it. Anyway, he's got some good faves this month.

Current Favorite Games:
Mega Man X; Aladdin SNES; Samurai SD.

SUSHI-X

Sushi's resolution is to give up fighting games forever. Not! He does however plan to give up munchin' on sweets, his only known weakness. Ha-hork!

Current Favorite Games:
MK II, Super Street Fighter, Mega Man X



MIKE WEIGAND

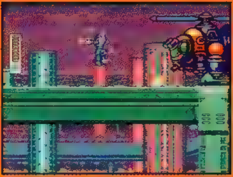
Major Mike plans on getting that wart problem of his taken care of. Maybe he'll just settle down for a nice game of Samurai Shodown instead.

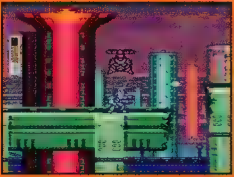
Current Favorite Games:
Samurai Shodown; Mega Man X; ActRaiser 2

GAME OF THE MONTH

Super NES	**Capcom**
Mega Man X	
Action	**Avail: Now**
13 Levels	**12 Meg**

ELECTRONIC GAMING MONTHLY
EDITORS CHOICE
PLATINUM





ED SEMRAD

9

Mega Man X is one of the best action games on any system anywhere. The action and graphics are superb. Also the fact that you can power up the weapons you collect from your opponents. The only complaints I have are with the lack of challenge. The game goes by too quickly and I don't care for having to play that one level first either. Overall, this is a game that shouldn't be missed. It's loads of fun.

DANYON CARPENTER

9

Let's start off by saying that this game is no simple 8-Bit translation. What we have here is *the* ultimate in action games. Mega Man X is packed with so much strategy and incredible weapon power-ups you'll wonder why games aren't made like this everyday! Superb graphics and a great sound track complement perfect play control. If you're looking for one game this year, you needn't search any farther.

AL MANUEL

9

This is AWESOME! It's been a long time since I really enjoyed a good action platform game. This game took everything that made the previous MM games so good and totally improved upon them. The excellent graphics have some butt-kicking effects mixed with stereo music and sound. The new Bosses are very cool with their awesome attacks. Who cares if this is a bit easy, I'll play it till my eyes bleed!

SUSHI-X

9

The theme of Mega Man will never get old especially when it's done this well. Is it the great graphics, the incredible play mechanism, the fantastic control...Yes! From start to finish this is one of the best action games of the year. This may be a bit too easy for Mega fans but there is tons to explore and each level seems like a new adventure. This definitely gets the Sushi two swords up!

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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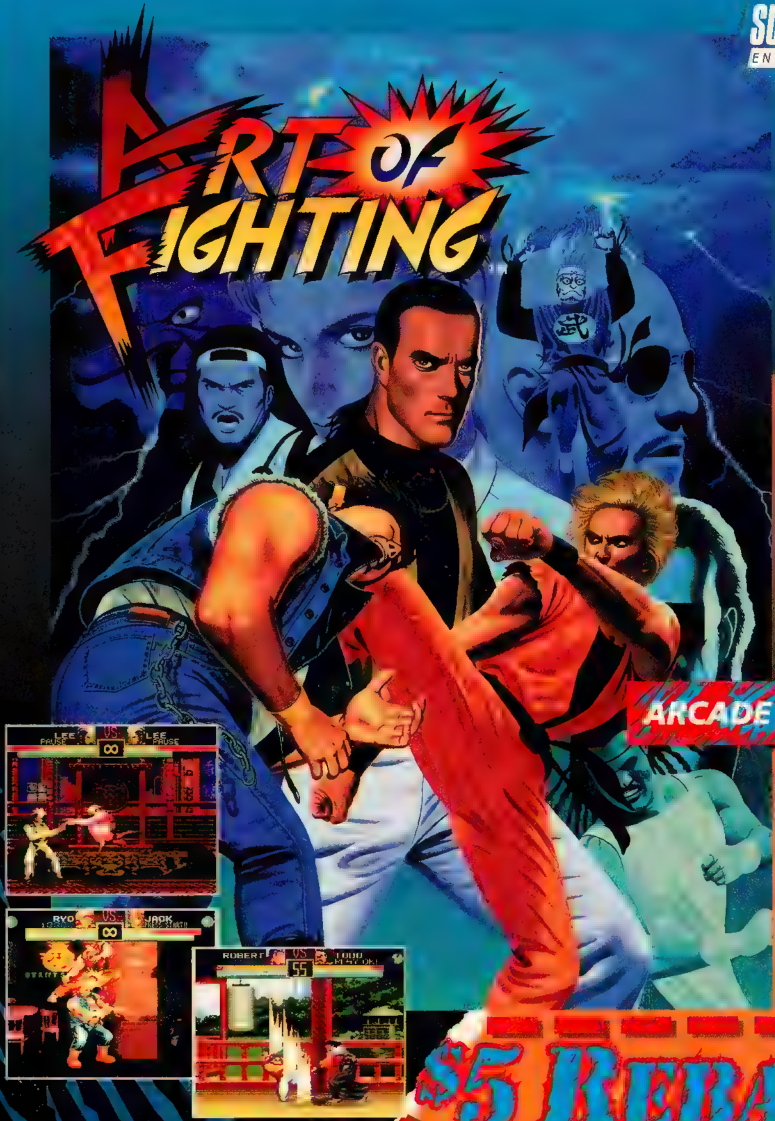

Based on the super-hot NEO-GEO coin-op, Ryo and his friend Robert need all their strength and skills in South Town to rescue Ryo's kidnapped sister. They must battle and defeat the toughest villains ever assembled. All these fighters are big, powerful, strong - each with special skills you'll love to use.

ARCADE SMASH HIT!

- Huge graphics plus blazing-fast animation
- Cinematic zoom-ins and zoom-outs
- Big cast of characters - 2 heroes and 8 others
- Dozens of secret moves to discover and master
- Extended stereo sound effects
- For 1 or 2 players

$5 REBATE!

Now for a limited time, you can purchase Art of Fighting and get $5.00 back from Takara. Just buy the game from any retailer, fill out the coupon with your name and address, and mail it along with your receipt and the UPC symbol from the game box to Takara at the address below. You'll receive your $5.00 rebate within 4-6 weeks of receipt of your coupon. But you'd better hurry - this offer expires on January 31, 1994.

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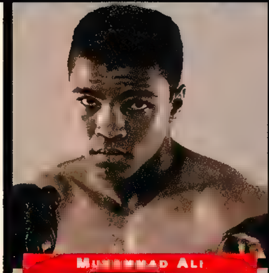
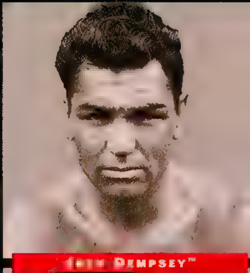
In the annals of twentieth century philosophical thought,

WHO'S THE TOUGH

GREATEST HEAVYWEIGHTS™

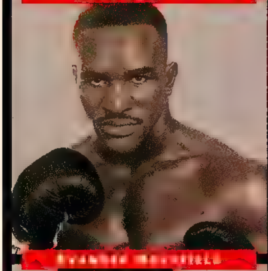
★★ ★★

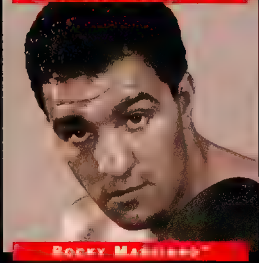

Muhammad Ali


Jack Dempsey™

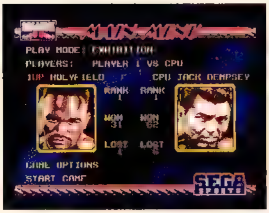
Joe Frazier

Larry Holmes


Evander Holyfield


Rocky Marciano™

Floyd Patterson™



PLAY MODE: EXHIBITION
PLAYERS: PLAYER 1 VS CPU
1UP HOLYFIELD CPU JACK DEMPSEY
RANK 1 RANK 1
WON 31 WON 62
LOST 1 LOST 6
GAME OPTIONS
START GAME

SEGA SPORTS

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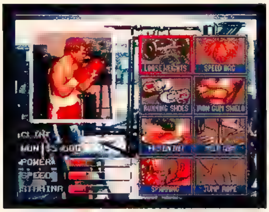
LOOSE WEIGHTS
SPEED BAG
RUNNING SHOES
IRON GUM SHIELD
POWER
SPEED
STAMINA
SPARRING
JUMP ROPE

Build your own boxer and battle your way through the rankings against thirty challengers. Earn a shot at the title.

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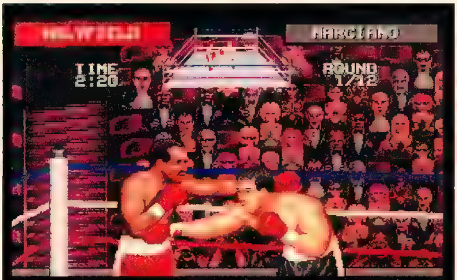
ONE QUESTION HAS HAUNTED MANKIND MORE THAN ANY OTHER:

EST ★#©%@! EVER?



Holyfield's heart and hand-speed versus Marciano's brute strength and iron jaw. Two of the greatest heavyweights of their eras. Who will win?

It's inevitable. You're sitting around, eating pizza with your buddies when someone brings it up: Who's the greatest heavyweight of all time? Marciano? Louis? Ali? The debate gets ugly. Someone throws an anchovy. Chaos ensues.

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Obitus

Bullet-Proof / Super NES

If you're an RPG fan, then this title will appeal to you, otherwise beware! Obitus is a very slow-moving RPG that will appeal more to patient gamers. The graphics are good, but the bottom line is you must like RPGs.

ED	DANO	AL	SUSHI	MIKE
8	7	6	5	6

Chester Cheetah

Keneko / Super NES

The first Chester Cheetah didn't exactly set the world on fire, and this second one is just more of the same. If you are a die-hard Chester fan, then this game is for you, otherwise just don't expect too much.

ED	DANO	AL	SUSHI	MIKE
6	6	5	5	6

T2: The Arcade Game

LJN / Super NES

Bang! Bang! Shoot-em-up! The big-time arcade game comes to the Super NES courtesy of the Super Scope! It is a pretty good translation, with good graphics, yet the game as a whole is just a tad on the difficult side.

ED	DANO	AL	SUSHI	MIKE
7	7	6	7	7

Alfred Chicken

Mindscape / Super NES

Here you have a cute game that the younger ones will enjoy more. Alfred is a slow-moving game requiring more strategy than being able to run, jump and grab items! It takes a while to get in the swing of it, though.

ED	DANO	AL	SUSHI	MIKE
8	7	7	5	6

Dennis the Menace

Ocean / Super NES

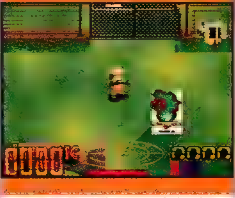
Ah, yes—more Ocean movie games! The graphics are excellent, but the control needs a bit of work. As a whole, though, the game is somewhat unappealing, with a main character that just doesn't come to life.

ED	DANO	AL	SUSHI	MIKE
6	5	5	6	6

Super NES **Ocean**

Jurassic Park

Action	Now
Levels: N/A	16 Meg



Jurassic Park is one of the best movie licensed games I've seen in a long time. It fits the movie very well, and its unbelievable music will keep you riveted to the screen. The 3-D scenes are totally hot, except for Level 4 of the ship (it goes on forever!) Unfortunately, as good as this game is, it's too easy. I beat it the third time I played it. It also needs a password feature or something. Still worth playing.

8

I'm happy to see one company make a great use of this movie license. I really like the way the game has overhead views and the 3-D perspective, it's sort of like playing Wolfenstein 3-D with dinosaurs. The sound was very impressive and made the game much more enjoyable to play. It's an exciting game overall with cool graphics of the dinosaurs, a must for JP fans. The only drawback to the game is that it's too easy.

8

I would have to say that this is probably the best version of all the JP games. The best part of the game is the fact that it follows the book more than the movie, so you'll be able to play scenes that were taken out of the film. I think the games play pretty well. That was until I got to play the 3-D views. I found the movement of your character to be too choppy and it really annoyed the heck out of me. A decent title, though.

7

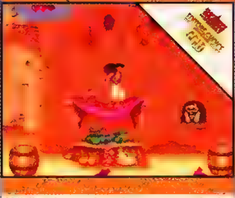
It was a great movie but I thought this game was a little too slow for my taste. The little pop-up info. boxes get annoying after a while. The graphics are OK, but they could be better. The action is good, but like I've already said, I got a little bored with this. Although we've seen different versions of this game on other platforms, this is probably the best version yet. Fans of the movie will like it.

6

Super NES **Capcom**

Aladdin

Action	Now
Levels: N/A	16 Meg



While the animation may pale in comparison to the Genesis version, this cart shouldn't be overlooked. Its graphics and music are top-notch and the control is pretty good (except when you jump on an enemy). This game will keep most players working at it, as it's tough, but not impossible. Aladdin follows the movie just fine. The later levels are really neat. This is a good action game for Super NES owners.

8

What can I say about a game that is made by Capcom and features Disney Characters from a blockbuster movie? Excellent! Every aspect of the game impressed me from the beginning to the end. the animation is as smooth as it could be, the scenes followed the movie to a tee, and the game play couldn't be better. Whether you liked the movie or not, this cart is definitely worth a thorough play through.

8

As a big animation fan, I am very impressed with the work put into this game. It's very difficult for any company to translate a movie into an excellent video game, but Capcom has definitely delivered the goods with great game play, awesome graphics and a very impressive soundtrack. The levels are long, but not endless. The humor of the film has even been added with occasional appearances from Genie. Cool game!

9

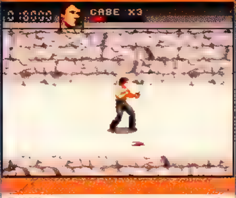
Nice game! Superb control. It's a little hard to get the hang of it at first, but once you do, you will be all set! The graphics and sounds are really fantastic and the animations are very exceptional. My only gripe about this one is that it's a tad on the easy side (a little too easy!). Other than that, this version of Aladdin is great! This would be a great game for the younger gamers. Good job Capcom!

8

Super NES **Sony Imagesoft**

Cliffhanger

Action	Now
Levels: N/A	8 Meg



Cliffhanger is a poor man's Double Dragon. It's just too choppy to keep my interest. The same bad guys come over and over, and the game play is not there. The graphics are pretty good, and the scenes with the avalanche are particularly exciting, but I just couldn't relate to this cart. This would best be suited for fans of the movie, or those die-hard players who must have a side-scrolling fighting game.

6

I really enjoyed the movie but this is another cart that fits in the category of being totally disappointing. First off, the graphics have a lot to be desired and the control has to be some of the worst I've ever seen. The sound seems to be more annoying than the graphics themselves and the attack method reminds me of cheesy old arcade games. No creativity whatsoever and a bad use of a movie license.

5

There really isn't much worth mentioning about this game. I tried to give it a chance, but I just couldn't! First off, the animation was not up to par, which added to the poor game play. Second, the graphics are nothing to scream about. Although it's set in the snowy mountains, it seemed like a two-color game with whites and grays. I got tired of the game very easily and gladly turned it off. Other than that, it's just fair.

4

Well, what can I say? I didn't like this one at all! It suffers from poor control, and a lack of originality. There's nothing really special here. It reminds me of a bad Double Dragon in the snow. I just love games where the enemies flicker and die when you hit them! In addition, the bad John Lithgow boss made me want to jump off a cliff myself! Even the graphics are below average with really bad colors and poor animation.

4

This couldn't wait 'til the 21st century.

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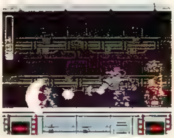
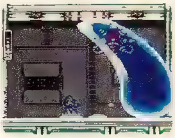
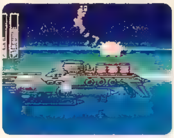


"X" uses his X-Buster to save Zero, the leader of the Maverick Hunters from the evil Vile.



When the robotic amoeba glues "X" to the ground, either he shoots or he's stuck.



"X" destroys an enemy submarine fuel tank and things get extremely explosive.

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

The Untouchables
Ocean / Super NES

Love that ugly mug of William Forsythe when you lose the game! This title would have been better if it were Super Scope compatible, for it is a bit difficult to use the pad during the shooting sequences.

ED	DANO	AL	SUSHI	MIKE
7	6	5	5	6

Sky Blazer
Sony Imagesoft / Super NES

This is a pleasant little fantasy adventure that requires some technique on behalf of the main character. Cool graphics (with some Mode 7 thrown in) and decent control, make this the one to get.

ED	DANO	AL	SUSHI	MIKE
8	8	8	8	7

Soldiers of Fortune
Spectrum Holobyte / Super NES

A decent overhead-shooting game in the spirit of Technoclash and Gauntlet. Run around, blast enemies, and in huge levels too! This game may take several plays to get anywhere, but it is an enjoyable game.

ED	DANO	AL	SUSHI	MIKE
8	6	7	6	7

Young Merlin
Virgin / Super NES

This game strikes a good middle ground between fast action and slow RPGs. The levels are huge, the control is good and the graphics are up to the Virgin par. The game is somewhat long, but there are plenty adventures in store.

ED	DANO	AL	SUSHI	MIKE
8	8	7	8	7

GA

Incredible Crash Dummies
Flying Edge / Genesis

Oh boy! More Crash dummies! Maybe it's just me but this whole idea isn't very appealing! This is very close to the Super NES version, with the typical hits that dismember your player. Just love it when he ducks!

ED	DANO	AL	SUSHI	MIKE
6	5	5	4	5

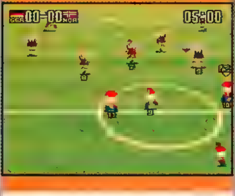
EDITORS' CHOICE GOLD

Super NES | Jaleco

Super Goal 2

Sports | Now

Levels: N/A | 8 Meg



7

Although sports aren't my forte, this cart showed real promise. It was easy to play, and I got a good feel for the team. It looks very good, though the perspective got me [illegible] around a few times. The play controls are very well done, and this is an improvement over others of its type. If you want a good solid game of soccer, here's a good place to look. It stands out among the other sports games.

7

One of the nice things about this cart is that even if you don't have any knowledge of soccer you and a buddy [illegible] up the controller and have a good time without having to familiarize yourself with all the technical aspects of the game. It's not the best soccer game I've played but it's not the worst either. Decent game play, OK graphics, and cool options make this one a fun cart for anybody to play.

6

Well, guys, I'll tell you right now. I am not a big fan of sports games and this game, like most of them, just didn't [illegible] the way I like it. The problem I found was that the players on the field were too small (even when they scaled toward you) and I'd lose myself in the crowd. Well, at least the play control was [illegible] and there were tons of playing options to configure to the player's preference. Soccer fans should like it.

6

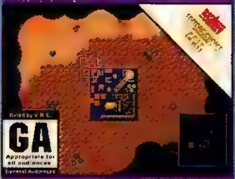
Hey a soccer game that I actually liked! Although there are better soccer games out there, this scores good [illegible] in the area of playing options, number of teams to choose from, lots of formations and fairly good [illegible] control. The only thing that I would like to have seen was bigger players on the field. When the Mode 7 effects kick in, it's easy to lose your sense of where your player is. Not a bad game!

Genesis | Virgin

Dune

Strategy | 1st Qtr. '94

Levels: N/A | 8 Meg



9

Dune is more addictive than it would have you believe. I spent many hours playing this cart. It may not [illegible] that good, but once you [illegible] be playing it for hours! This is one of the most fun games I've played for a while. Unlike most strategy games, it's easy to [illegible]. Even if your not into this type of game, I highly suggest it. Dune shouldn't be passed up. I really like House Ordos, but hate the worms.

9

I didn't believe that this version could match the fun factor of the PC version, but boy was I proven wrong! Dune offers strategy that has only been seen in games like Herzog Zwei, one of my all-time favorites, but is extremely easy to learn to play. Playing as three different houses really helps the replay value as well. Strategy games don't come along everyday and Dune is one of those rare catches of the season.

7

I would usually turn away from a game like this, but found myself playing it as if I would never get to review [illegible] games. To get me started there was a very easy-to-learn tutorial of the game, so I didn't have to sit down and read a long and boring manual. There are [illegible] of cool vehicles and terrain you can move. The many scenarios will keep you playing for hours on end. War sim fans will totally dig this.

7

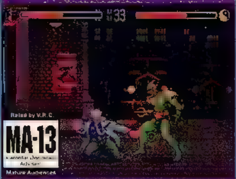
I'm not usually a big fan of games like this, but this game is pretty cool. I like a game that takes some brain power to win, and Dune takes some time and patience to perfect. Once you start, you're addicted! This is a very involving game. Some of the sounds get mighty repetitious after a while, but that's a minor complaint. Other than that, Dune offers great challenge and staying-power! Spice is Nice!

Genesis | Sega

Eternal Champions

Fighting | Now

Levels: N/A | 24 Meg



8

Eternal Champions really got a lot of hype. Now that I've been able to play it, I find that it is a very deep and [illegible] fighting game. I mean, the options are almost endless. While the graphics and characters don't have the 'sparkle' [illegible] SF [illegible] MK characters have, nevertheless, they add to the sense of mystery in the game. Good moves, great action and decent control add up to one of the better fighting games.

7

Eternal Champions, is it a decent fighting game? Yeah, does it rank up there with SF 2, and MK? It doesn't [illegible] in a class all by itself because it's a totally different type of game. Ranked as having more options than any other fighting game Eternal will keep any player busy with all the combo moves it offers. With the compatibility of the Activator, I think this is definitely a cart that's well worth it.

5

Well, it's a fighting game alright! With the tremendous hype this game was getting, especially with it being 24 Megs, I was beginning to think that SF 2 might actually have a legitimate challenge. But, alas, I was let down. Graphics were not that great and the voices of some of the characters were getting to me. The sound effects were nice, but it just wasn't enough to pull me out of my view of the game.

5

I must admit, I was **very** disappointed with Eternal Champions. The graphics are not up to par, the sound [illegible] work and the characters aren't exciting. Practically all of their moves are charge moves, which gets old after a while. With all of the hype surrounding this game, I was expecting [illegible] much more! More time was apparently spent on background animations, than on game play.

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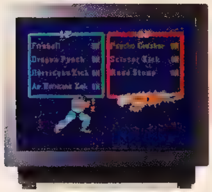

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Zool
GameTek / Genesis

Zool sports great graphics, but ends up with a case of Super Trolland's disease: your character moves much too fast and with little control! This game is basically identical to Socket, so fans of that game may want to check this out.

ED	DANO	AL	SUSHI	MIKE
7	6	5	5	6

The Lost Vikings
Interplay / Genesis

The Lost Vikings was a really good puzzle game for Super NES, and it has been done justice on this platform as well! The music doesn't have the kick of the other version (or the truly colorful graphics), but still a good game!

ED	DANO	AL	SUSHI	MIKE
8	6	6	7	7

Fido Dido
Kaneko / Genesis

Fido Dido has an interesting idea, but it is buried in a game that has poor control and unappealing game play. The graphics are very well done, but the control gets very frustrating as does the game with each mandatory hit taken.

ED	DANO	AL	SUSHI	MIKE
6	6	5	4	6

Aero the Acro-Bat
Sunsoft / Genesis

Aero is still one spunky bat (and is he cute kiddies? YES!), even on the Genesis! The absence of the excellent music found on the Super NES version is a drawback, but Aero is still a hit! The levels are huge and challenging.

ED	DANO	AL	SUSHI	MIKE
9	7	7	8	7

Race Drivin'
Tengen / Genesis

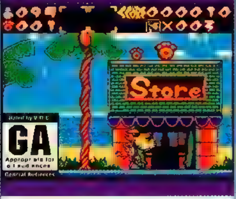
This is another so-so entry in the driving scene where the truly innovative titles (Chase H.Q. II and Rock & Roll Racing) tend to stand out, while others like this get lost in the crowd. The scrolling is very choppy.

ED	DANO	AL	SUSHI	MIKE
5	4	4	5	5

Genesis	Kaneko

Chester Cheetah 2

Action	Now
Levels: N/A	8 Meg



7

Chester's all-new adventure looks better than ever, and the animations are really nice. The only notable f[illegible] found is with the control, which, to be frank, is poor. It's not all that bad, but it detracts from an otherwise fun game. I do like the ability to choose the stage that you start on. Chester Cheetah is an above average action cart. It would seem best for the younger audiences. It's good.

6

The animation is cute and the graphics are very colorful, but colorful graphics and animation aren't the only things that make a good game. First of all, Chester loses his life after one hit and the levels are very boring with no real goal in mind. The game itself is more frustrating to play than anything else. I wasn't very fond of the first Chester game, and this one didn't win me over, either. Better luck next time, Chester.

5

Chester Cheetah is a game I really didn't care for, even though I did get a laugh out of some his funny animations. The graphics, I thought were done very well. I had problems with the play control to the point where I got totally upset and wanted to crack my controller or two. It was very sluggish and unresponsive. If this is supposed to be a kid's game, it should have been made to play better so they can handle it.

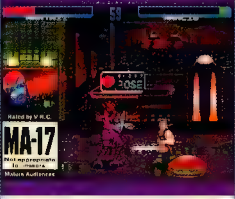
6

Quite frankly, I was surprised that I liked this game as much as I did. Chester has a whole slew of new and [illegible] animations. Also included are some new moves like Chester's super jump. This game gets knocked down a notch for poor control, but it's still passable. The levels are challenging enough but some are just too short for me. All in all, a good game with some genuinely funny moments.

Genesis	T*HQ

Time Killers

Fighting	Now
Levels: N/A	16 Meg



5

Aaargh! What happened with Time Killers? This cart has absolutely no control, the special three-button attack takes out most of the fun, and it doesn't look much better than an 8-Bitter. It's hard to make a good cart out of a mediocre arcade game, and this title isn't even that. The audio leaves much to be desired, and ear plugs seem like the only logical solution. I would not recommend this cart.

3

Sheesh, watch out for this one cause, it, uh, you know... What could have been a decent arcade translation. Even though the arcade version was bad to begin with, was unfortunately mangled in this home translation. The blood and gore now must be accessed by a code, and even then, it's nothing spectacular anyway! Just a warning kiddies, the MA-17 label doesn't make this one cool.

3

Come on! I didn't even like the arcade game to begin with and to make things worse, it's now on a home system. Why? I can't think of any other reason besides the blood that makes this game appealing. And now it needs a code. The graphics look bad and the sound just well, I'd better not say. It's better to turn the volume down—better yet, just keep away from it. Time Killers is a Time Waster!

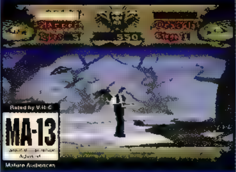
3

Small characters, bad playability, horrible graphics and sounds like a cat in a tin can are just some of the bad points of this game. The blood can't be seen unless you enter a code, a-la Mortal Kombat, which many believed to be the game's only redeeming feature. Seriously, this game just doesn't cut it! If you are looking for a good fighting game, look elsewhere. Time Killers is just not worth it.

Sega CD	Sony Imagesoft

Dracula

Action	Now
Levels: N/A	CD-ROM



6

Is this the next generation? Hard to tell. The full screen cinemas are totally blurry, and difficult to tell what they are. I like the concept of the game a lot, but the actual game needs work. The rendered backgrounds are fantastic, and the screen transfers are unbelievable. The endless supply of bats and birds (both nearly impossible to hit) don't give the title justice. It just isn't as fun as I had hoped.

5

I really was looking forward to the release of this title, only to be disappointed again. I will give credit, where credit is due. The sound is pretty cool, but then again it should be, it's a CD. Other than that the game is slow with a lot of choppy graphics and not very exciting to play at all. Companies needs to realize that it's going to take more than just a couple of cool cinemas taken from a movie to make a decent game.

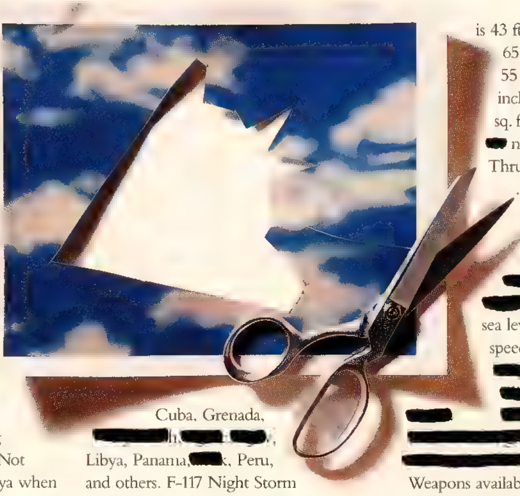
5

The CD title has taken me to the next level, alright. I think slow would be the word to describe it best. This, like many other titles, put most of their efforts in full-motion video where it really does nothing for the game. The video is so grainy and pixely that it left me unimpressed. My main beef is that it pla[illegible]e. The moves seemed to come out at random. The only thing I liked were the cool music tracks.

5

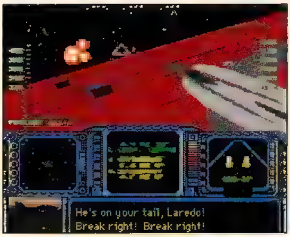
This Sega CD falls short in some important areas. For one, the animation of the main character is slightly more choppy than I would like it to be. It was a nice try, but no cigar. Recently, I had a good laugh while I went through the first level gunning birds and bats. Come on Sony, are we really supposed to have fun doing this? I think not! The full screen cinemas are so pixelated, you can't even see anything.

WE WANTED TO EXPLAIN HOW ACCURATE OUR F-117 STEALTH SIMULATOR IS, BUT THE PENTAGON GOT A HOLD OF OUR AD.



Code YY456-Z5572
Document #72[redacted]q. Make no mistake, F-117 Night Storm, featuring the F-117A Nighthawk, is the top of the line high-end flight simulator available to the public. It is also the first F-117 on Sega Genesis in the 16 MEG format,[redacted] making it the[redacted] powerful and authentic copy of the world's most sophisticated strike fighter. 16 MEGs of digitized speech and bit-mapped special effects, as well as[redacted] make for big pay-offs when targets are struck. Not unlike the CIA Mission over Libya when [redacted]

[redacted]

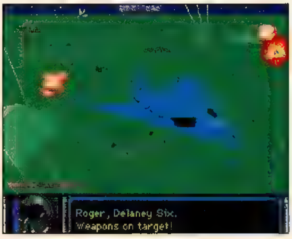


He's on your tail, Laredo!
Break right! Break right!

[redacted] Your mission begins at the[redacted] training grounds in[redacted], Nevada. Further instructions[redacted] Baghdad, MIG-infested[redacted] flashpoints. Cuba, Grenada, [redacted], Libya, Panama,[redacted], Peru, and others. F-117 Night Storm even has movie insets that pictorially illustrate the unfolding gameplay. For example, [redacted]. There are two modes of play: arcade and campaign (for a [redacted] career)[redacted] which basically means the specs of this simulator are frighteningly realistic. For example, revolutionary infra-red displays and laser targeting. Not to mention[redacted]. Your wingspan is 43 ft. 4 inches, overall length 65 ft. 11 inches, body length 55 ft. 1 inch, height 12 ft. 5 inches, wing/body area 1070 sq. ft. Powered by[redacted] non-afterburning engines. Thrust 10,600 lb., bypass ratio .34:1, weight 1820 lb. Max take-off[redacted] por fuel 13,000 lb., weapon load[redacted] Max mach speed [redacted], max speed at sea level[redacted] best max speed at 35,000 ft.[redacted]

Weapons available: GBU-27 Paveway, AGM-88A HARM, AGM-65E Maverick,[redacted]

ELECTRONIC ARTS
F-117
NIGHT STORM
SEGA
16 MEG
By Chris Ebert, Chuck Sommerville, and Michael Kosaka
Licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ SYSTEM
GA



Roger, Delaney Six.
Weapons on target!

[redacted]a. Basically, this F-117 flight simulator is loaded down with all the bells and whistles. No ifs, ands, or buts.

ELECTRONIC ARTS

Visit your retailer or call
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MAJOR MIKE'S GAME ROUNDUP

Joe & Mac
Takara / Genesis

This game offers more than the Super NES version in that it is actually closer to the arcade version! However, I wasn't exactly the greatest fan of this game in the first place, but for die-hard fans, check this one out!

ED	DANO	AL	SUSHI	MIKE
8	7	6	7	7

Fun & Games
Tradewest / Genesis

The title says it all! This is a good non-action game almost anyone can enjoy! Several areas of play, but one of the best is the painting! This will keep one glued to their television set for hours just having fun! One of those rare games.

ED	DANO	AL	SUSHI	MIKE
7	6	6	5	7

Stellar 7: Draxon's Revenge
Dynamix / 3DO

Fans of the PC version will be pleasantly surprised by this perspective shooter in the vein of Battlezone! Excellent sounds and graphics (no surprise there) take first chair to the control: it isn't as responsive as it should be.

ED	DANO	AL	SUSHI	MIKE
8	8	7	6	7

Battle Chess
Interplay / 3DO

If you are a chess fan, then you may want to check this title out. This is simply chess in a three-dimensional board, with pieces that walk, talk, and fight to the finish when taking another players' chess pieces!

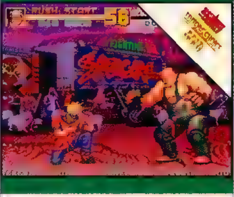
ED	DANO	AL	SUSHI	MIKE
8	7	4	5	7

Rescue Rangers
Capcom / NES

For an 8-Bit platform, Rescue Rangers comes off rather well and, if anything, makes you wish for a 16-Bit version! Capcom has always done well with cartoony characters and themes and this is certainly no exception!

ED	DANO	AL	SUSHI	MIKE
8	7	6	8	7

Neo•Geo	SNK
Fatal Fury Special	
Fighting	Now
Levels: N/A	100+ Meg



9

Being a Fatal Fury fan I was impressed by the addition of the Bosses and three of the original enemies ([illegible] Billy Kane was in FF2!) For some reason it doesn't control as well as Fatal Fury 2, but the background details have been slightly improved. Duck King's background has to be seen to be believed. With a special secret for the best players, I can say this is one of the best fighting games

9

When it comes to fighting games Neo-Geo definitely knows what the game players are looking for. Fatal Fury [illegible] is one of the best tournament fighting games out there. It has everything: awesome graphics, superb game play, decent sound and lots of characters with plenty of moves. The only problem is, if you want to be playing a game with arcade quality, you have to be willing to pay the arcade prices.

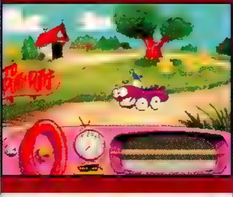
8

Fatal Fury 2 Special is among the best fighting games out there! There's no argument that getting to play as the Bosses along with other new characters is a real plus. The speed of the game is a bonus while the ability the combos are a little easier to do. The game play takes a slight drop, but really isn't noticeable. The graphics are much better, but the music hasn't changed, but who cares? They were cool in the first place!

8

This sequel is even better than the last one. Faster moves and animations of characters make this one of the best fighting games ever. Now the new characters and combos to learn makes this cart more challenge for the [illegible] fans. Great sounds and background brings out the game. It's going to be one of those lost weekends again. For all those people who really like fighting games this is a must-buy.

3DO	Humongous
Putt Putt Joins the Parade	
Adventure	Now
Levels: N/A	CD-ROM



7

Putt Putt is the ideal game for younger players. That little car is cute, and the tasks he must accomplish are well thought out. Even though I'm older than the average player, I can appreciate this cart. You may call me insane, but I can spend hours watching this one. Putt Putt Joins the Parade is perfect for all ages, though the blood mongers will probably ignore it. So far it's the best for the 3DO.

7

Putt Putt is one of the first carts out for the 3DO, and is labeled ages three to eight. Even though the game is geared to a younger audience I was very impressed and found myself enjoying it. The game is very fun to play and educational as well. One of the best features is that the game is suited to be played by either boys or girls, which is very important when buying a game for the whole family.

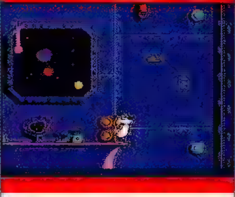
7

Surprisingly, I find this to be the best 3DO title to date. It doesn't have the flair that most games have (or at least try to have), but this is one of the most enjoyable games for any system, even it is geared towards the younger crowd. It doesn't look like much, but this will have you playing more than you would think. Who'd have thought that a little car on a quest could be more fun than shooting down gunfighters?

8

Quite an interesting game. The box said it was for ages three-eight, but I was really getting into it. From all the games that came out for the 3DO, I would pick this one. Many things to do: help fellow neighbors, getting a job and more. Hey, I may be Sushi-X, but there's also a little kid in me. Putt Putt Joins the Parade is more like interactive gaming for the youngsters. I really recommend this game to your little toddlers.

NES	T*HQ
Ren & Stimpy	
Action	Now
Levels: N/A	3 Meg



7

This game suffers from the "What-the-heck-do-I-do-now" syndrome. This cart has some entertaining features like the spaceship shooter sequence, and the colorful graphics, but I wasn't completely entertained. Face it, the 8-Bit can do only so much, and this game is only a bit over average. Ren & Stimpy isn't drawn very well. But the controls are pretty good. Overall, this is a typical NES game.

6

If you're a big Ren & Stimpy fan, and still a hardcore NES player, then R&S might appeal to you, but otherwise, the overall game play is just average, and isn't anything that is going to knock your socks off. The sound is okay but gets repetitive after a while. There's not much of a plot to the game, it's just one kooky adventure after the next. One of the major drawbacks to the game is that it is only a one-player game.

6

For an 8-Bit game, Ren and Stimpy isn't a bad game, but why bother anyway? Gamers want more colors and better sound and this one doesn't have either one. The only thing keeping me from giving this a lower number is the fairly decent game play. This game was supposed to be funny and it isn't and I'm a pretty big R&S fan who would laugh at almost anything these guys do. But, sorry. I got no charge!

7

It's an action game. No, it's a shooter! No, it's Ren and Stimpy on the NES! Hey I know it's only 8-Bit, but what the heck! The graphics are excellent (for the NES, that is!) and the game play is awesome. You can pick up weapons and other icons, too! This is a great game for everyone who is still clinging to their old NES. The level of difficulty may be a bit too easy for a lot of gamers, though.

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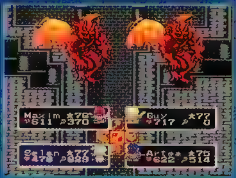
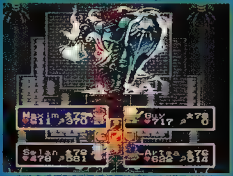

Maxim ★78 ♥611 370
Guy ★77 ♥717 0
Selan ★77 ♥478 688
Artea ★75 ♥622 514


Maxim ★78 ♥611 370
Guy ★78 ♥717 0
Selan ★78 ♥478 681
Artea ★76 ♥622 514

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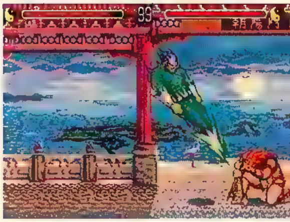
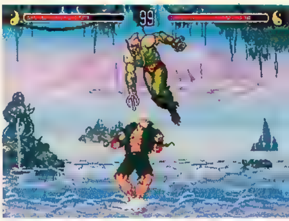
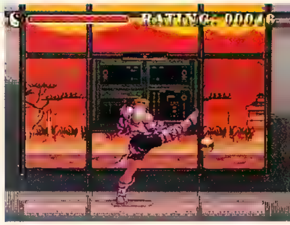


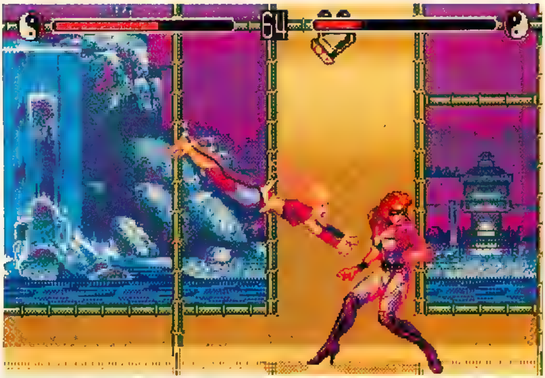
In a full force attack, Blade humbles Slash in China. Look at these warriors, they're huge. A wimp like Blanka wouldn't stand a chance



In the Tournament Mode, Trident puts a downward tearing attack on Midknight. 52 players can compete here, 20 more than any other fighting game



Check out Rax doing a few kicks in the practice mode. Name another game that lets you hone your skills before battle. Don't rack your brain, there isn't any



The Battle Room, where the room itself can sap your strength. Here, Jetta does a little sapping of her own with a double-fisted air-dive on Shadow. Hey Johnny Cage, scared you'll get whipped by a girl?

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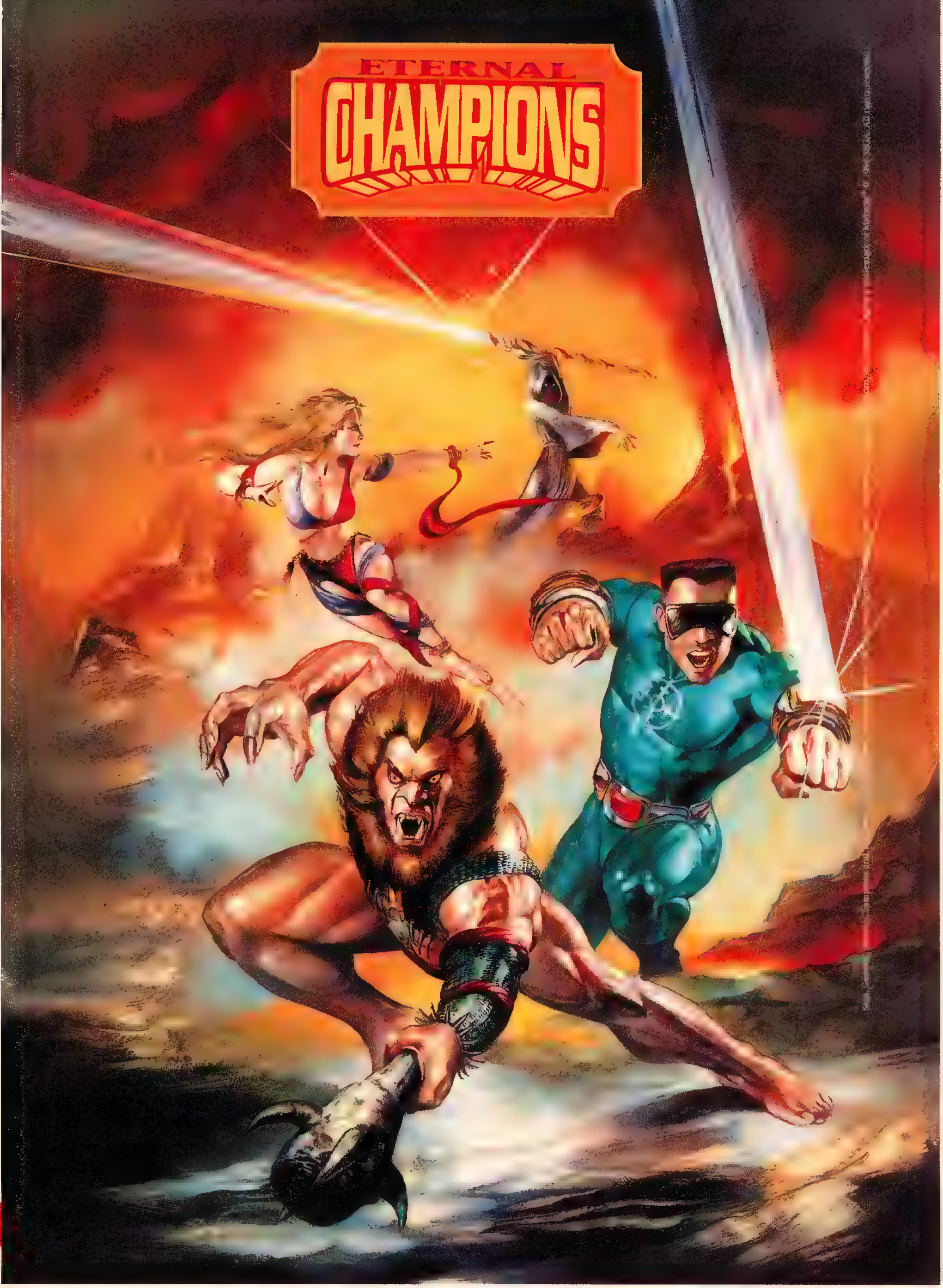
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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Duck Tales 2
Capcom / GameBoy

Duck Tales 2 was a good idea, but it gets quickly lost on the tiny screen! You get a sense of grand adventure, but the game gets tiresome quickly with so-so graphics and OK control! Capcom has been good at some GameBoy titles in the past (look at what they did with the Mega Man series), but DT2 doesn't cut it.

ED	DANO	AL	SUSHI	MIKE
7	6	5	5	6

Deep Duck Trouble
Sega / Game Gear

This version of Donald Duck and his wack y antics comes off rather well. After Uncle Scrooge brought home a mysterious pendant, something strange happened to him and Donald must help him. Very large levels with nifty icons to find really spice up the game. There's lots of cool Bosses and the game is just plain fun.

ED	DANO	AL	SUSHI	MIKE
8	8	7	7	7

Chuck Rock 2
Tengen / Game Gear

This is yet another example of how Game Gear can do justice to a game on a diminished platform! Chuck Rock 2 has basically everything the Genesis has! Huge levels, lots of technique and great animations are the highlight! One quibble, though: the control is loose, and can make things a bit aggravating at times.

ED	DANO	AL	SUSHI	MIKE
8	7	7	6	7

F-1 Grand Prix
Tengen / Game Gear

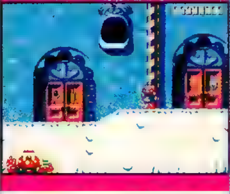
Once again, here is a game that shows how limiting the portable platforms can be when it comes to this kind of theme: One really needs a bigger platform to really get the feel of a racer! The control is surprisingly good as is the scrolling and movements (with just a hint of distortion and blurring), but in terms of intensity, this game doesn't have it.

ED	DANO	AL	SUSHI	MIKE
7	6	6	5	6

Amiga CD **Millenium**

James Pond II

Action	Now
Levels: N/A	CD-ROM



7

James Pond may be fine for the Genesis, but this game doesn't belong on the 32-Bit Amiga system. The full screen full-motion video is extremely pixelized. The music is really good, and it suits the game well. It's also very colorful if not too much in some areas. The entire adventure isn't all that exciting, but at least it's fun. The control is precise despite the weird controller. Overall a good action title.

6

As one of the earliest releases for the new Amiga, James Pond II features some very good, but very strange music. The backgrounds can be a real strain on the eyes but are colorful nonetheless. The real problem comes in knowing that this game is extremely old here in the States but does have some nicely pixelated full-motion pictures at the beginning. All in all, it's not a bad first game.

5

I never was fan of James Pond, but I was hoping a 32-Bit version of this game would change my mind. Well, it did, but only slightly. The adventure didn't grab me much like the previous games, but it was a bit amusing. The graphics are very colorful, as one would expect from the Amiga CD, but, at times, it would get to be an eyesore from looking at the psycho-patterned backgrounds. It's not too bad of a game, though.

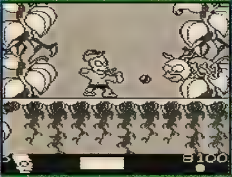
4

The moment I loaded the disc in, I knew I wouldn't be satisfied. Well, what do you know, it didn't change my mind. I can't even tell the difference between the Amiga CD and the Sega version. I hope at least the music would change, but there wasn't any big change to it. Another thing is that it was still choppy. This game would be good for small kids who really don't care about graphics and sound.

GameBoy **Acclaim**

Bart and the Beanstalk

Action	Now
Levels: N/A	1 Meg



6

For a great license like the Simpsons, one would expect a great game. This GameBoy cart just isn't up to par with the other other GameBoy carts. It's way too hard for the average player, and the younger kids who this is probably aimed at will get frustrated. Your slingshot just won't hit most of the enemies. This game is average at best. Bart fans would be able to like it, but I for one, couldn't get into it.

5

Yowza, this is a toughee. While I always welcome a challenging game, this one can be frustrating. Nintendo may be trying to market the GameBoy as the ultimate yuppie toy, but games like this are way too challenging for kids. This game also suffers from slow responsiveness, average graphics and boring sounds. If you must own every Bart game in existence, you may have fun with it, but don't expect greatness.

5

Let's see. I, uh, don't like it. Honestly, I don't even think Bart Simpson fans are going to like it. The obvious flaw is the game play, which is, well, simply put, bad. The thing is you're provided with a slingshot weapon which seems to be launching styrofoam balls at enemies because they seem to miss a lot, and when they do, they don't seem to do much damage. This offers gamers nothing but frustration.

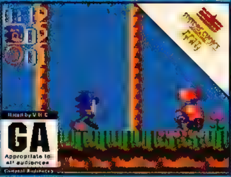
5

This game suffers from poor programming. For example, when Bart needs to use his slingshot, it takes forever to fire the darn thing! To make matters worse, its range is terrible. This is just one example of what makes this game a questionable buy. The graphics are decent, for the GameBoy, and the difficulty level is high partially because of the poor game play. There are no continues! Not a wise investment.

Game Gear **Sega**

Sonic Chaos

Action	Now
Levels: N/A	4 Meg



9

The Game Gear keeps on getting better and better all the time. The graphics seem a little darker than the other Sonic titles, but they are just as crystal clear. This is the ideal way to play Sonic on the go. Having Tails back is a good idea, too. If you have a Game Gear, I would seriously recommend this cart to anyone. It has the game play of the 16-Bit ones, and the fun factor to match. Sonic is better than ever.

8

Wow, another Sonic game. But hey, this is a blast to play and that's what really matters. Sonic and Tails are an excellent team-up. The game looks and plays 16-Bit with intricate levels and kooky craziness that all Sonic fans are sure to love. The music is decent as far as Game Gear games go and the game is a sure fire bring-along for any tedious road trip. This one is a definite must-buy.

8

Sonic joins the recent crop of exceptional games for the Game Gear. It's a colorful game with the great game play that made it one of Sega's most popular titles. The graphics are just as good as any other portable Sonic title. Like the 16-Bit games, this has super huge levels with lots of areas to look around for hidden secrets, so you're guaranteed to play it more than once. Fans of Sonic series will not be disappointed.

8

Another installment of Sonic! This one is one of my new favorites! The action is typically Sonic-very fast and furious. The graphics are unbelievably crisp allowing you even more control over the action. You can play as either Sonic or Tails, too. The levels are nice and long, so you won't get bored with the game for a while! Also of note are the Bosses who are pretty tough! A worthy addition to your GG library!

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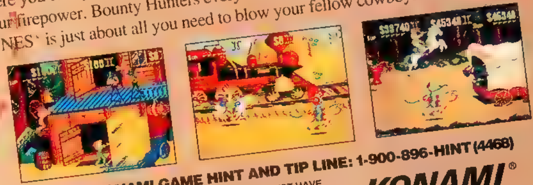
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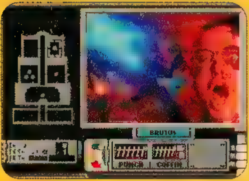

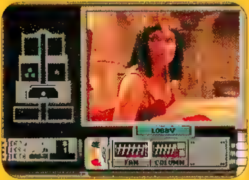

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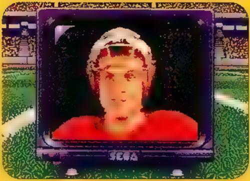
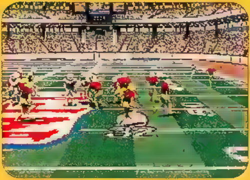
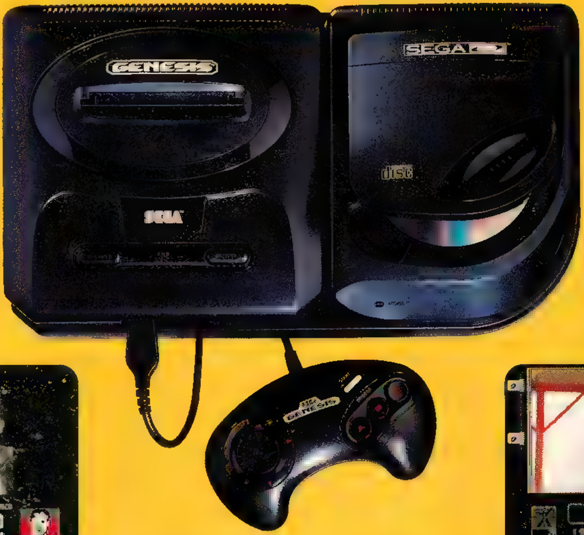
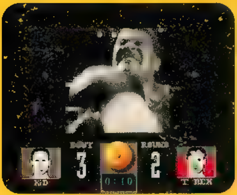
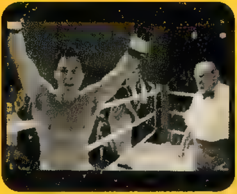




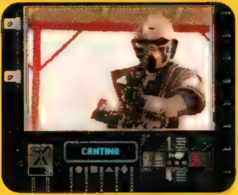


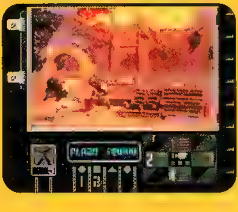
PRIZE FIGHTER™—*This interactive movie game is played entirely from your point of view. Land a punch and watch as your opponent reels. Take a punch, your screen rocks. Take too many punches, you're flat on your back-looking up at the ref as he gives you the count. Don't forget your mouthpiece because this is classic interactive boxing at its best.*





GROUND ZERO, TEXAS™
Aliens disguised as humans are ready to exterminate the entire human race. It's up to you to stop them. Uncover their plot, figure out how to kill them (man-made weapons only stun them) and annihilate their forces before it's too late. But be careful. Screw up and you'll be reduced to subatomic particles of radioactive fallout.





like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout. It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

SEGA CD™
WELCOME TO THE NEXT LEVEL™

Digital Pictures

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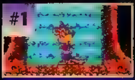
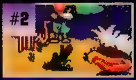
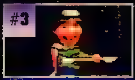
EGM'S HOT TOP TENS

TOP TEN VIDEO GAME BLABBERMOUTHS

They run, they walk, they jump and yes, they even talk! Here are 10 games with voices that are goofy, silly or just plain bad! Some games feature a main character who does most or all of the talking, some have a wide variety of characters who speak. Still others have voices that are so funny, you can hardly finish the game without pausing to laugh!

#1

POSSUM
AWESOME POSSUM (GEN)

#2

MOHAWK GUY
CAMP CALIFORNIA (DUO)

#3

WAYNE
WAYNE'S WORLD (SNES)

#4

GUY KAZAMA
LAST ALERT (DUO)

#5

DR. BOMB
BRAVO MAN (DUO)

#6

LARRY HUFFMAN
R&R RACING (SNES)

#7

LEXIA
STRIDER RETURNS (GEN)

#8

DHALSIM'S STAGE
SFII CE (GEN)

#9

BUBSY, THE BOBCAT
BUBSY (SNES)

#10

YODA
SUPER EMPIRE (SNES)

EDITORS' TOP TEN

From out of nowhere comes Putt-Putt for 3DO! This adorable game almost made it to # 1.

Rank	Game / Company	System	Time on Chart	Trend
#1	MEGA MAN X / CAPCOM	SNES	3 Months	-
#2	PUTT-PUTT JOINS THE PARADE / HUMONGOUS	3DO	1 Month	-
#3	SAMURAI SHODOWN / SNK	NEO	5 Months	-
#4	DRACULA X / KONAMI	DUO	3 Months	△
#5	NINJA WARRIORS / TAITO	SF	3 Months	△
#6	GUNSTAR HEROES / SEGA	GEN	3 Months	△
#7	TMNT: TOURNAMENT FIGHTERS / KONAMI	SNES	5 Months	△
#8	FATAL FURY SPECIAL / SNK	NEO	1 Month	-
#9	SONIC CD / SEGA	SCD	4 Months	-
#10	AERO THE ACRO•BAT / SUNSOFT	SNES	2 Months	▽

READER'S TOP TEN

Everybody has Dr. Mario fever! Once again the GameBoy classic is number one... yeah, right! Surprise! Mortal Kombat is once again lodged at number one! Is there any stopping this title from holding on?

#1 MORTAL KOMBAT / SNES

(Yawn!) Guess what game is number one (again)?

#2 STREET FIGHTER 2 CE TURBO / SNES

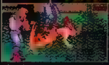
The competition heats up again for the fighters!

#3 MORTAL KOMBAT / GENESIS

The bloody one is moving down the charts slowly!

#4 STREET FIGHTER II / SNES

The original version still hangs on tenaciously!

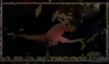
#5 STREETS OF RAGE 2 / GENESIS

After being away for a while, Blaze & gang are back!

#6 SUPER EMPIRE STRIKES BACK / SNES

The Force is with Luke in this sequel to Super Star Wars.

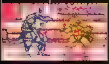
#7 STREET FIGHTER II CE / GENESIS

Even with the scratchy voices, this one hangs on!

#8 JURASSIC PARK / GENESIS

Play as the Raptor or Grant in this movie conversion!

#9 MONTANA FOOTBALL / SEGA CD

Real CD sounds and graphics with Joe Montana!

#10 TMNT: TOURNAMENT FIGHTERS / SNES

Look out SFII, here come the Turtles and friends!

WAGE DEADLY ATTACKS TO KILLER TECHNO TRACKS

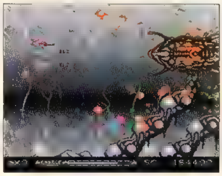
BIOMETAL
Wage Deadly Attacks to the Killer Techno Tracks of
2 unlimited
ACTIVISION
SUPER NINTENDO
ENTERTAINMENT SYSTEM

It's hypersonic battle action with a mind-blowing techno beat as you jockey to out-maneuver, out-think and out-gun the gruesome mutant BioMetal race and destroy its virulent breeder colony. Bristling with hostility and awesome firepower, BioMetals stand on the very brink of total galactic domination.

To avert total destruction, you've got to think as fast as you fire...and conserve valuable energy for the final confrontation. Blasting away to hot, cutting-edge techno tracks composed by the world renown techno group 2 Unlimited, it's all-out combat through five hellacious levels in lethal alien worlds.

With six powerful "switch-on-the-fly" weapon systems, including the radical G.A.M. offensive-defensive shield, you waste wave after wave of relentless and evil marauding mutants.

BioMetal: the 22nd century's epic battle for survival. It's meltdown intensity on SNES now.



> *"...One of the years best and hardest shooters ...Shooters have rarely had it so good"*

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	5.0	ADV. Advanced

As Seen in GamePro Magazine

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EGM'S HOT TOP TENS

Babbage's
America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of November 22, 1993

NINTENDO

#1	TETRIS 2 / NINTENDO	2 Months	-
#2	TMNT - THE MANHATTAN PROJECT/KONAMI	1 Month	-
#3	JURASSIC PARK / OCEAN	3 Months	▽
#4	TECMO SUPER BOWL / TECMO	5 Months	Δ
#5	BATMAN RETURNS / KONAMI	1 Month	-
#6	CAESAR'S PALACE / VIRGIN	2 Months	▽
#7	TINY TOONS ADVENTURES 2 / KONAMI	1 Month	-
#8	KIRBY'S ADVENTURE / NINTENDO	6 Months	▽
#9	YOSHI / NINTENDO	1 Month	-
#10	STAR TREK:THE NEXT GENERATION/ABSOLUTE	2 Months	▽

SUPER NES

#1	TECMO SUPER BOWL / TECMO	1 Month	-
#2	MADDEN NFL '94 / EA SPORTS	1 Month	-
#3	SUPER STAR WARS: THE EMPIRE STRIKES BACK / JVC	1 Month	-
#4	NHL HOCKEY '94 / EA SPORTS	1 Month	-
#5	NBA SHOWDOWN / EA SPORTS	1 Month	-
#6	DISNEY'S ALADDIN / CAPCOM	1 Month	-
#7	SECRET OF MANA / SQUARE SOFT	2 Months	▽
#8	MORTAL KOMBAT / ACCLAIM	3 Months	▽
#9	JURASSIC PARK / OCEAN	1 Month	-
#10	STREET FIGHTER II TURBO / CAPCOM	3 Months	▽

GENESIS

#1	MADDEN NFL '94 / EA SPORTS	1 Month	-
#2	NFL FOOTBALL '94 STARRING JOE MONTANA / SEGA	1 Month	-
#3	TECMO SUPER BOWL / TECMO	1 Month	-
#4	MORTAL KOMBAT / ACCLAIM	3 Months	▽
#5	NHL HOCKEY '94 / EA SPORTS	2 Months	▽
#6	DISNEY'S ALADDIN / SEGA	2 Months	▽
#7	BILL WALSH COLLEGE FOOTBALL / ELECTRONIC ARTS	3 Months	▽
#8	STREET FIGHTER II SPECIAL CE / CAPCOM	4 Months	▽
#9	WWF ROYAL RUMBLE / ACCLAIM	1 Month	-
#10	JURASSIC PARK / SEGA	4 Months	-

SEGA CD

#1	LETHAL ENFORCERS / KONAMI	1 Month	-
#2	AH-3 THUNDERSTRIKE / JVC	1 Month	-
#3	SILPHEED / SEGA	2 Months	▽
#4	SECRET OF MONKEY ISLAND / JVC	1 Month	-
#5	JOE MONTANA'S NFL FOOTBALL / SEGA	2 Months	▽
#6	BRAM STOKER'S DRACULA / SONY	1 Month	-
#7	SPIDER-MAN VS. THE KINGPIN / SEGA	2 Months	▽
#8	ADVENTURES OF WILLY BEAMISH / SIERRA	1 Month	-
#9	FINAL FIGHT / SEGA	5 Months	-
#10	NIGHT TRAP / SEGA	10 Months	▽

GAMEBOY

#1	KIRBY'S DREAM LAND / NINTENDO	15 Months	Δ
#2	SUPER MARIO LAND / NINTENDO	15 Months	-
#3	MORTAL KOMBAT / ACCLAIM	3 Months	▽
#4	LEGEND OF ZELDA: LINK'S AWAKENING / NINTENDO	4 Months	▽
#5	SUPER MARIO LAND 2 / NINTENDO	12 Months	-
#6	TETRIS / NINTENDO	8 Months	Δ
#7	FINAL FANTASY LEGEND III / SQUARE SOFT	3 Months	-
#8	GOLF / NINTENDO	1 Month	-
#9	NBA ALL STAR CHALLENGE 2 / ACCLAIM	1 Month	-
#10	YOSHI'S COOKIE / NINTENDO	1 Month	-

GAME GEAR

#1	MORTAL KOMBAT / ACCLAIM	3 Months	-
#2	THE REN & STIMPY SHOW / SEGA	1 Month	-
#3	JURASSIC PARK / SEGA	3 Months	▽
#4	STAR WARS / US GOLD	1 Month	-
#5	STREETS OF RAGE 2 / CAPCOM	3 Months	Δ
#6	WORLD SERIES BASEBALL / SEGA	3 Months	▽
#7	COLUMNS / SEGA	3 Months	▽
#8	ECCO THE DOLPHIN / SEGA	1 Month	-
#9	TOM & JERRY / SEGA	5 Months	▽
#10	KRUSTY'S FUN HOUSE / ACCLAIM	1 Month	-

EGM'S HOT TOP TENS

REGISTER YOUR VOTE WITH ELECTRONIC GAMING MONTHLY

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today!

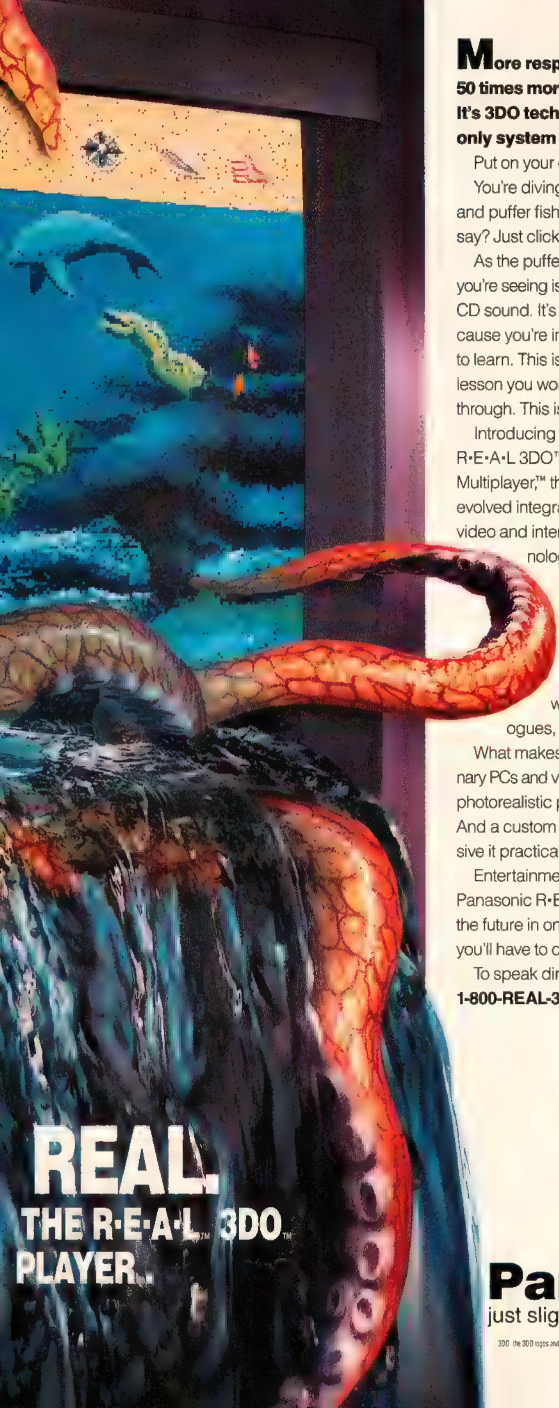
After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

1. SNES / SUPER EMPIRE STRIKES BACK
2. SNES / STREET FIGHTER 2 CE TURBO
3. SNES / SUPER MARIO ALL-STARS
4. SNES / STREET FIGHTER 2
5. SNES / SUPER STAR WARS
6. SNES / FX TRAX
7. SNES / ACT RAISER 2
8. SNES / MEGA MAN X
9. SNES / YOSHI'S SAFARI
10. SNES / FINAL FIGHT 2
11. SNES / MORTAL KOMBAT
12. SNES / STARFOX
13. SNES / AERO THE ACRO•BAT
14. SNES / SUPER TECMO BOWL
15. SNES / CLAYMATES
16. SNES / CLAY FIGHTER
17. SNES / TMNT: TOURNAMENT FIGHTERS
18. GENESIS / SONIC THE HEDGEHOG 2
19. GENESIS / ETERNAL CHAMPIONS
20. GENESIS / STREET FIGHTER 2 CE
21. GENESIS / JURASSIC PARK
22. GENESIS / MORTAL KOMBAT
23. GENESIS / SONIC SPINBALL
24. GENESIS / FLASHBACK
25. GENESIS / BLOODLINES
26. GENESIS / ALADDIN
27. GENESIS / ZOMBIES ATE MY NEIGHBORS
28. GENESIS / STREETS OF RAGE 2
29. SEGA CD / CD SONIC
30. SEGA CD / SILPHEED
31. SEGA CD / SUPER BATTLETANK 2
32. SEGA CD / MORTAL KOMBAT
33. SEGA CD / MONTANA FOOTBALL CD
34. DUO / GATE OF THUNDER
35. DUO / STREET FIGHTER 2 CE
36. 3DO / CRASH 'N BURN
37. NEO•GEO / SAMURAI SHODOWN
38. NEO•GEO / WORLD HEROES 2
39. NEO•GEO / FATAL FURY SPECIAL
40. NES / KIRBY'S ADVENTURE
41. NES / SUPER MARIO 3
42. NES / YOSHI
43. NES / MEGA MAN 6
44. GAMEBOY / MEGA MAN WORLD 4
45. GAMEBOY / ZELDA
46. GAME GEAR / JURASSIC PARK
47. GAME GEAR / SONIC CHAOS
48. ARCADE / SUPER STREET FIGHTER 2

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through January 30.

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148

Sea of Cortez
GULP! IT'S
PANASONIC INTRODUCES
INTERACTIVE MULT



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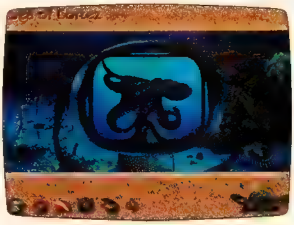

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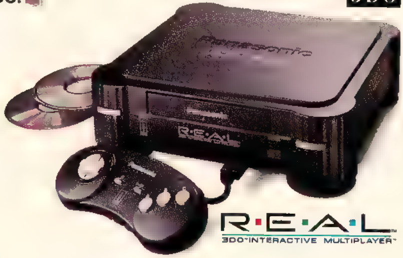
3DO



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GAMING GOSSIP

SEGA GOES TO COURT OVER VIOLENCE
SUPER STREET FIGHTER BOWS OUT
ATARI GETS AGGRESSIVE WITH JAGUAR
EA & VIACOM SET SIGHTS ON WMS
SEGA REAFFIRMS CD COMMITMENT
SPORTS TITLES PLANNED FOR '94
NEW MJ GAME KILLED AT SEGA?
EGM GOES U.K. AND GETS SQUARE

...Fill me with cream and squeeze me hard, the Q-Mann is back once again with a pot full of gaming goodies! Yours truly has ripped open the biz for the best rumors that money can buy, including info on a bundle of softs being readied for next year...Chalk one up for the opponents of violence in video games! The Q has heard from reliable sources on Capitol Hill that Dan Lungren, the Attorney General of the State of California is concerned about video game violence! Nintendo is in the clear thanks to their policy of applying generous amounts of clorox to their titles, but Sega is going under the microscope because of the excessive gore that Mr. State's Attorney says fills up the Genesis version of Mortal K. Sega's falling back on their ratings system for some coverage, but the Quartermann has yet to hear whether or not this will satisfy the appetite of the white shirt sharks that are circling. Personally, the Q-Mann thinks the parents should decide whether or not to buy the game or turn the TV off if their offspring are susceptible to the graphic images in the game. Better lock up the arcades while you're at it...

...On to other fighting games, the Q hears that Capcom's disappointed with the lack of support that their latest entry has received from fans in arcades. While yours truly still likes the update, it seems that most fans are waiting to put their quarters in Midway's latest Mortal Kombat update instead...In related news, the Q-Mann hears that progress on a new Street Fighter game that uses the characters in a new environment is on the way for '94. Details are sketchy at this point, but the Q-Mann got the inside scoop that something's up in Capcomland...Atari seems to be listening to what the Q-Meister has been saying! Look at the moves that have been made to sign on third-party licensees like Virgin, Interplay, Microprose and Atari Games. Accolade is another one who is letting the progs at Atari develop a number of the company's past titles like Jack Nicklaus Golf, Bubsy, Brett Hull Hockey and HardBall 3. Trust the Q Atari, the brass has their eye on you...

...With all the recent press he's been getting, Sega seems to be having second thoughts about developing an update to their Moonwalker game. I guess having Michael rescue small children really wouldn't be appropriate...Speaking of Michael, the Q-Mann has learned that Ed Semrad does NOT have a hairless body...Here's a hot one that the Q got as we go to press—Midway is the subject of a takeover! That's right, kiddies, the company responsible for arcade hits ranging from Mortal Kombat to NBA Jam has been in the sights of everyone from Viacom owner Sumner Redstone to Electronic Arts! With Midway now shying away from doing their own consumer games, the license to their successful series of coin-op hits has yet to find a suitor...The connection between EA and Midway is buoyed by Steve Kaufman's addition to the EA ranks to head up their coin-op division with a beefed-out version of their 3DO super system. Steve's connections to the white shirts at Midway make him keenly aware of how valuable Williams should be...

...Look for French game designer UBI Soft to port their Jimmy Connors Tennis game over to the 3DO...While we're on the subject of tennis games, Tengen has plans to revamp their Davis Cup Tennis in '94 to include a four-player combo play that will be compatible with both EA's and Sega's multi-player adapters...While the Q broke the news last month of Sega of Japan's intentions to put the breaks on development of Mega-CD product, yours truly has learned that the starched collars in the U.S. aren't about to throw in the towel! While Japan ramps up for the coming of their Saturn system, everyone on these shores is looking to have both machines on store shelves at the same time, despite incompatibility. Or maybe they managed to fix that little problem...

...Find the pig in this issue and the Q-Mann will send you an autographed polaroid that can't be framed, but could be sold to rival magazines for publication. FIrst come, first served...Is EA starting to slip in the sports dept.? Acclaim has really got the jump this year with NBA Jam hitting nothing but net, even when you stack it next to NBA Showdown '94...The same goes in the Baseball category, with EA opting to wait this season out in an effort to create a "good playing" game. Consequently, their killer LaRussa title won't appear until late in '94. Sega's World Series Baseball, which employs a huge batter perspective, just might end up being the hit of the year...That just about raps it up for this installment of the Quartermann hour, with the one and only Q off to Europe to set up things for Sendai's new U.K. version of EGM! What could be better? Try EGM Squared! 'Till next episode...

- QUARTERMANN

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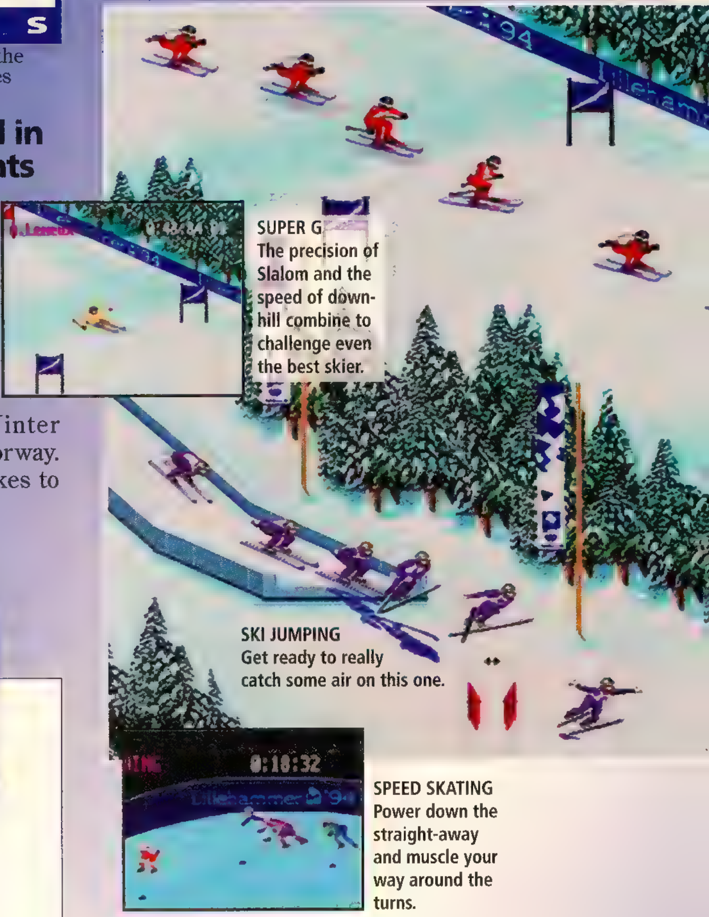

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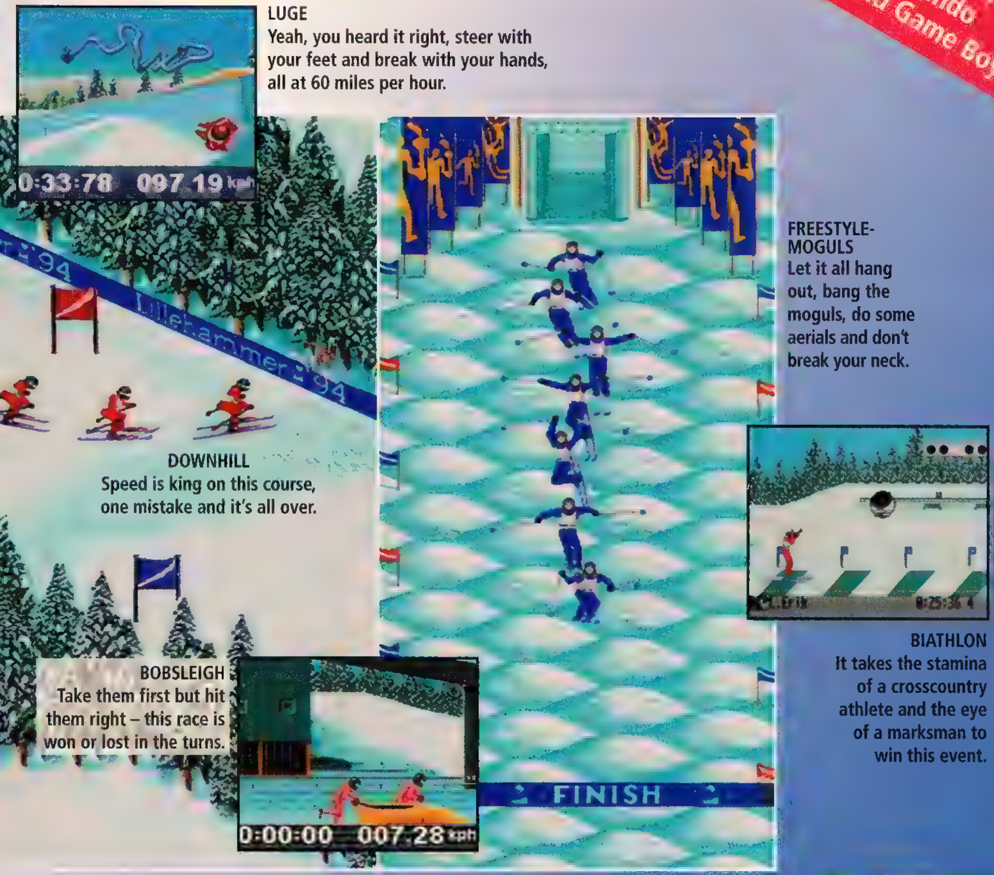
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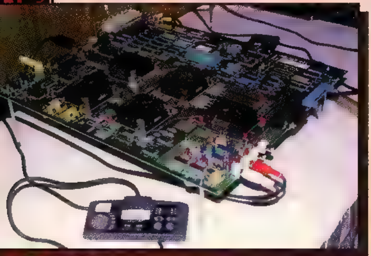
PRESS START

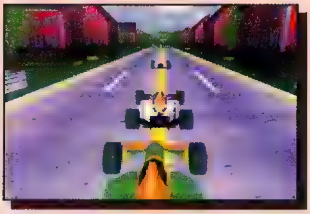
NEC OF JAPAN REVEALS SPECS ON NEW FX 32-BIT GAME SYSTEM!

NEC's long-awaited 'Iron Man' system has now come out from under its veil of secrecy. Now code named FX, NEC has stated that their 32-Bit system will be out in Japan by the end of 1994. Many of the old Iron Man specs will remain the same. The previously announced HU 62 series 32-Bit system board and LSI chip set are in the FX, and it now will be powered with their new 32-Bit V-810 RISC CPU. The FX is claimed to be capable of processing compressed digital images and playing them back interactively according to the player's commands at a fast 30 frames per second. Like the Sony PS-X, the FX can also display 16.77 million colors. The price of the CD-ROM only system will be about $480.

In a bold move, NEC announced that the FX will NOT be compatible with PC Engine or Duo software! They expect sales to be about 800,000 units by the end of 1994.



NEC's new 32-Bit game system, code named the FX will be out in Japan next year!



The FX will be able to display polygon games in over 16.7 million colors!

3DO GUN IN DEVELOPMENT!

American Laser Games will be bringing out a new six-shooter-style light gun for the home versions of its games. Best known for the real video footage arcade shooting games, ALG plans to get a lead on the Sega CD and 3DO market with conversions of Mad Dog McCree (now), Who Shot Johnny Rock? (December); Space Pirates (spring '94), Mad Dog 2 the Lost Gold (spring '94), Crime Patrol (fall '94) and a live-action strategy adventure game Santa Fe Trail (fall '94).

COMPATIBLE WITH MOST GAME ENTERTAINMENT SYSTEMS!
AMERICAN
VIDEO
GAMEGUN

SONY DETAILS 32-BIT PS-X!

Sony of Japan officially announced their new 32-Bit game system, code named PS-X, last month. Here are the specs to date:

Price - under $480
Available - Japan, December 1994
Main CPU - R3000A 32-Bit RISC
Secondary CPUs - multiple DSPs and co-processors
Software: CD-ROM only
Colors - 16.77 million
Image Processing - 360,000 polygons/sec
Sound - 44 MHz ADPCM
RAM - More than 3DO
Other Features: Able to compress and decompress real, full frame video 'on the fly' at 60 frames per second using all 16.77 million colors.

SEGA OF JAPAN NOW ON CABLE!

SOJ has begun test marketing a system of distributing its Mega Drive games to homes using cable TV networks. Users will have access to 50 to 100 MD games which will be stored electronically in a host computer at a cable TV station. The user will have a large game receiver cart that will be able to store 16 megabits of game program. It will also have a battery back-up so RPG data can be saved. About 500 households will test the system and if it works out, Sega will be on the air in 1994. The cost will be between $19 and $29 per month.

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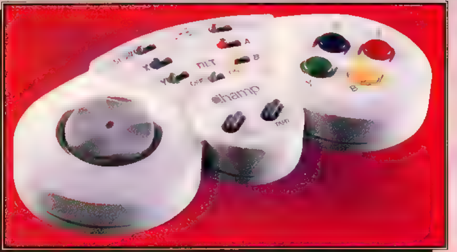
NEW "TILT" JOYPAD FOR SUPER NES...



The JS-306 Power Pad Tilt has turbo buttons and a new feature where movement of the pad moves on-screen characters.

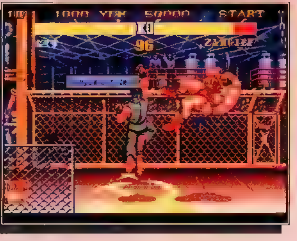
The JS-306 Power Pad Tilt joypad adds a uniqueness to the home gaming circuit. Actual physical movement of the pad controls your on-screen characters. The Power Pad has two settings of turbo buttons (one fast, one slow), but no auto-fire button settings.

However, the unique aspect of this pad is the "Tilt" option: If you hold the pad level with the ground and rotate it from side to side and back to front, it will move the character you are controlling on-screen! This function is more successful with some types of games than it is with others. For example, shooters like Axelay that require precision movements to survive, are not the best choice for the "Tilt" function. However, behind-the-wheel racing games like Nigel Mansell's World Championship Racing, fared incredibly well when taking the sharp curves!

Another nice feature of the pad is the actual thumb directions control which allows you to press in eight directions, instead of being constrained to the standard four directions. This allows for easier and freer movements of a character in a game. The omission of an auto-fire button is somewhat of a drawback, but the pad is an interesting attempt to insert something new to the control pad scene.

Nigel Mansell's World Championship Racing works well with the Tilt.

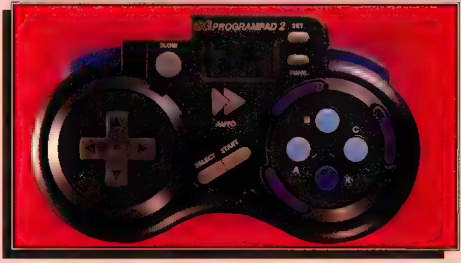
...AND THE SG PAD FOR SEGA!



Yes! Now you can perform Ryu and Ken's Dragon Punch with one button!

Although you may never know which system this joypad is intended for by looking at the box, the SG Programpad 2 is in fact for the Genesis and Sega CD systems. For fighting fanatics out there, take note of this pad by STD! This joypad comes with moves already programmed into it. Such fighting games as Mortal Kombat, Fatal Fury and Street Fighter II Champion Edition have the multi-pad and button movements already entered! All you need to do is simply press one button to execute them. For example, Ryu and Ken's Dragon Punch can be done by simply pressing one of the long curved buttons that circles the A, B, C and X buttons. There is also a preprogrammed code to get the bloody version of Mortal Kombat!

For fans of action games, there are also preprogrammed codes for X-Men, Sonic the Hedgehog 2, David Robinson's Supreme Court Basketball and even Jurassic Park!



The SG Programpad 2 has preprogrammed moves. You can also program your own moves as well.

In addition, there is also an auto-fire function that allows buttons to fire independently (this is especially handy for shooters!). Of course, if you are tired of all the programmed moves, you can also play "legitimately," and the pad is six-button compatible. There is also a Slow Motion function.

You won't find
in any

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CREDIT
2P 0000

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1P 000124
CREDIT
2P 000000
CONTINUE 11

1P 000006
CREDIT
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CHINA INN

1P 000086
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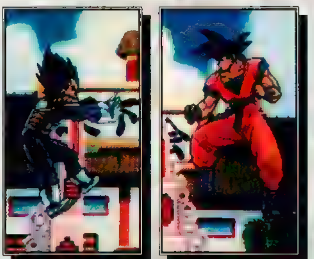
ARCADE ACTION

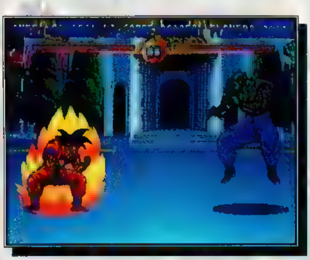
DRAGONBALL Z by Banpresto

Hey there everybody! Welcome back to another Arcade Action. This month's first game is Banpresto's latest fighting game Dragonball Z. Based on the wildly popular Japanese cartoon series of the same name, Dragonball Z is a fighting game with a major attitude!

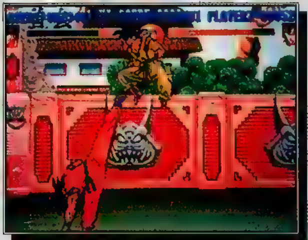
Before we go any further, let me make one thing clear. The inclusion of this game in Arcade Action is kind of a first for this column. The reason being is that I don't know if this game is going to make it to the States! The reason I included it here is because this game is so cool, I **had** to show it to you!



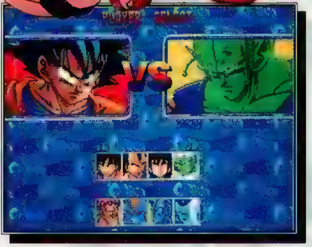
Engage in some serious head-to-head fighting action Dragonball style!



Hopefully, Dragonball Z will make it to U.S. shores. Keep your fingers crossed!



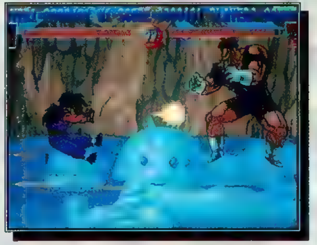
Counter your opponent's attack while learning some moves of your own!



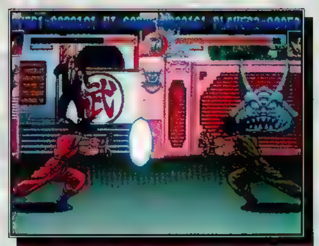
Players can choose any one of eight characters from the Japanese series.

AAMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION



The graphics are so good that you'll think you're watching a cartoon!



You can even play character vs. character to find out who's the best!

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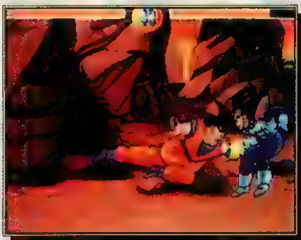
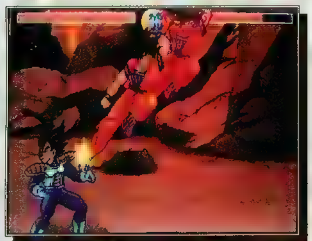
Basically, Dragonball Z operates pretty much like the typical fighting game. Each character has his/her own special moves and combos that are performed by using different button/joystick combinations. There is a life meter at the top of the screen, and depending on what you hit your opponent with, the damage is recorded here. The first player to lose all of his or her life is the loser.

Graphically, this game is totally amazing. The characters are animated so well, that you'll be totally freaked! Keep your fingers crossed that Banpresto releases Dragonball Z in the U.S.



Songoku's Elbow Dash is a real killer! Raw strength makes him a great fighter.



Here, Songoku uses a devastating slash kick on his opponent, Vegita.

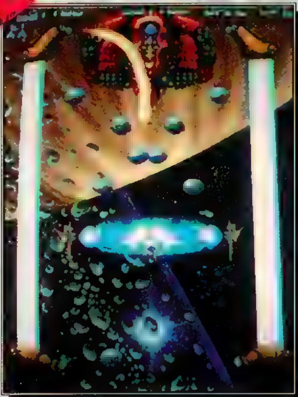
NOSTRADAMUS by Face Co.

Nostradamus was an ancient cleric who predicted many future events with astounding accuracy. Now, Arcade Man is going to make a prediction of his own: you are going to go to the arcade and bang your head in anger against an arcade cabinet! The name of this game is Face Co.'s Nostradamus. It's a shooter of mythic proportions!

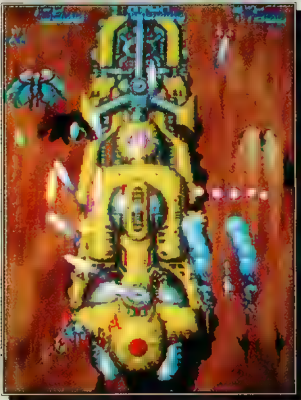
This game is a shooter fan's dream come true! You pick up various power-ups and enhancements while you navigate your way through a constant barrage of enemy fire. The difficulty level of this game is awesome! It's difficult without being totally impossible. Be prepared to shell out some major tokens, though. Once you start playing Nostradamus, you will be hooked!

The backgrounds, enemy ships and cinematic displays will convince you instantly that Nostradamus is a fine piece of work. The Face Co. has really done a fine job with the entire game. Everything about this game is just plain cool. The action really heats up in the Two-player Mode!

Surprisingly, this shooter (unlike some others) is great at keeping your attention span. Make your own arcade history with Nostradamus!



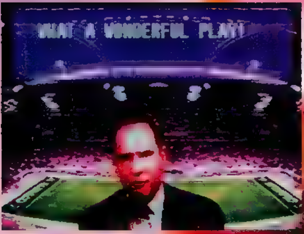
The backgrounds in Nostradamus are among the best ever seen in a shooter.



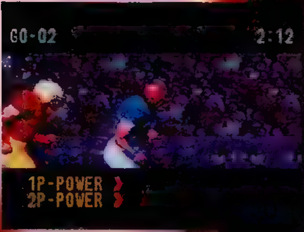
This is just one of the many huge enemy ships that you must tackle. Good luck!

THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE

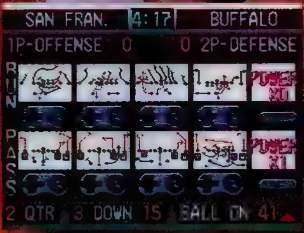
THIRST QUENCHER


WHAT A WONDERFUL PLAY!

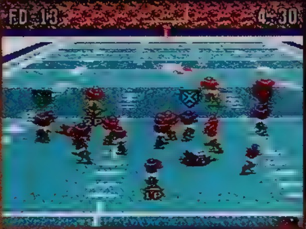
▲[illegible] every down.


GO-02
2:12
1P-POWER
2P-POWER

▲[illegible] mode zooms in [illegible] action.


SAN FRAN.
4:17
BUFFALO
1P-OFFENSE 0
0 2P-DEFENSE
RUN
PASS
POWER
POWER
2 QTR
3 DOWN 15
BALL ON 41

▲Run a variety of offensive and defensive plays.



▲Try not to fumble as you plow down a mud-slicked or ice-packed field.

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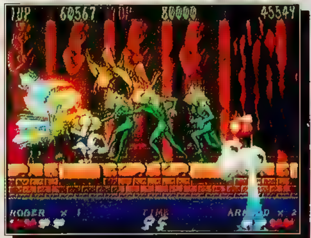
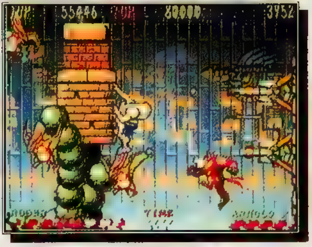
DYNA GEARS by Sammy

Dyna Gears is Sammy's new action/adventure game. You and a friend will fight all manner of weird looking enemies, while trying your best just to stay alive!

The two main characters, Roger and Arnold, must use their natural abilities and weapons to fight the evil minions of each progressively harder level. Climb, jump and pummel your way through living stone idols and weird lizard-like creatures! Dyna Gears by Sammy is sure to have action fans howling with delight.

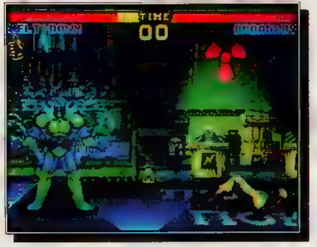


Unique special attacks are available to each character during the game.

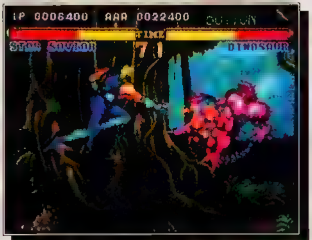


You'll have to do some serious climbing to get away from these goons!

PERFECT SOLDIERS by Irem



Broadway, the savage fighting vixen, is no match for the power of Meltdown!



Play Perfect Soldiers with a friend. Get ready for the fight of your life!

Irem has just released a fighting game called Perfect Soldiers. It looks to be a major contender in the fighting genre!

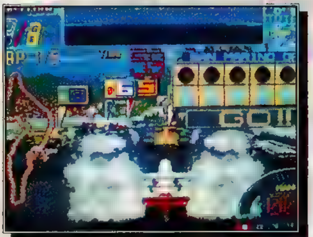
Each stage takes place in an ominous post-apocalyptic environment. The backgrounds look like something from a comic book! All of the characters are totally cool, and they range from the nuclear-powered humanoid called Meltdown, to the flesh-eating beast Dinosaur. Irem has put some touches in this game that are sure to grab the tokens of fighting game fans!

GROUND EFFECTS by Taito

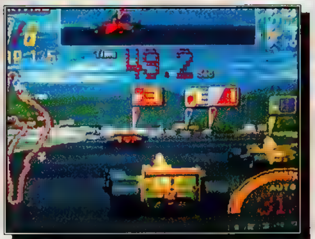
Get ready to burn some serious rubber in the fast lane with Taito's Ground Effects. A challenging racing game with a ton of great action, Ground Effects will definitely satisfy your craving for speed.

You get to race on a huge variety of awesome courses! Your computer-driven opponents are among the best drivers the world, so you know you're in for trouble from the get-go!

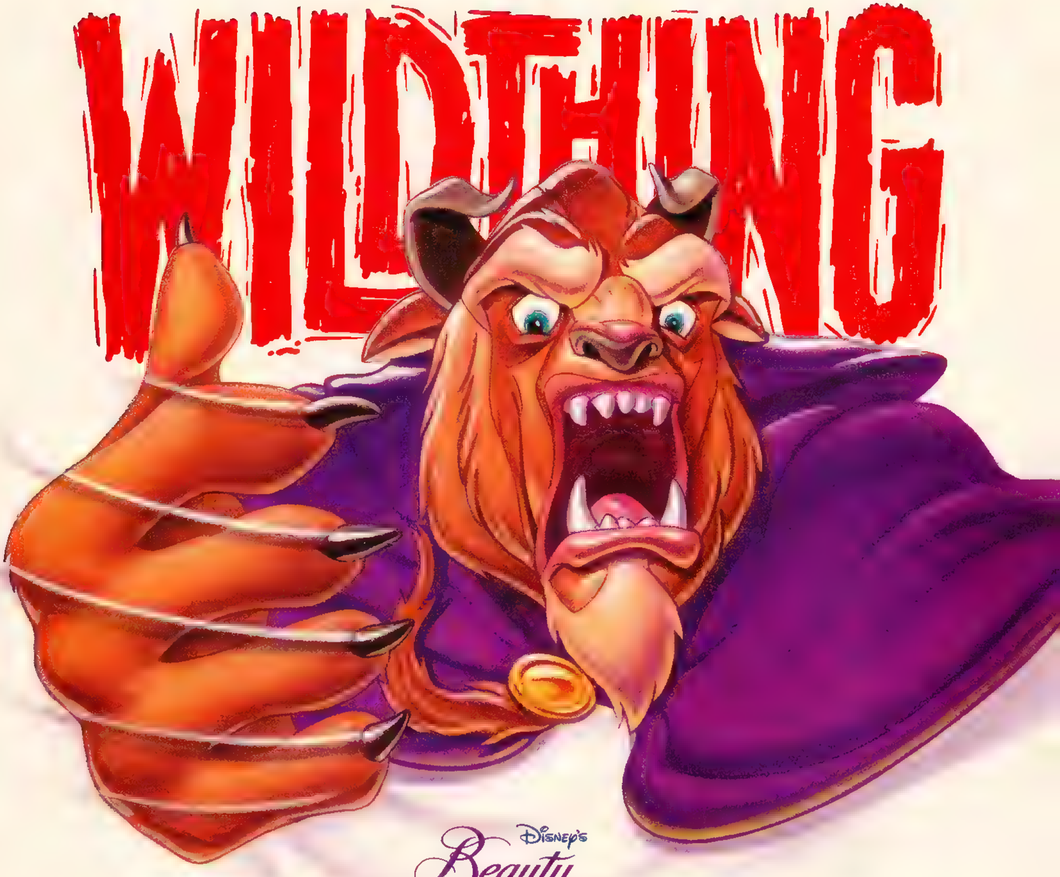
Ground Effects will appeal to the fans of games like Out Runners and World Rally. Start your engines!



A map of your current course appears on the far right-hand side of the screen.



Your opponents are a driver's worst nightmare! Stay clear at all cost!



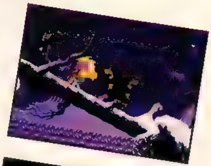
Disney's

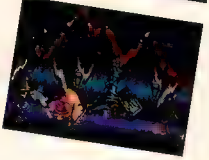
Beauty and the Beast

Roar of the Beast

SUNSOFT
Beauty and the Beast
Roar of the Beast
SEGA
GENESIS

Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.





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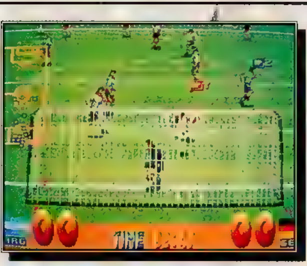
HUMAN CUP '93 GRAND STRIKER by Human

Human Cup '93 Grand Striker will probably not be played as much as a fighting game at the arcade, but take it from me this little gem is a blast-and-a-half!

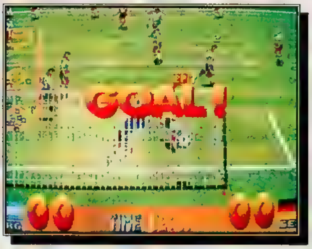
This coin-op has everything you could ever want in an arcade soccer game: huge team rosters, fast and furious game play, a great challenge level and the graphics and sounds to keep you playing for many, many hours. Don't blink your eyes, because you may miss something!

Scoring is no easy feat against the computer. Your best bet for scoring is to drive the ball methodically downfield while passing the ball to your teammates. After a while, you will swear that you're playing a human opponent who can guess your every move. This is not your little brother's soccer game!

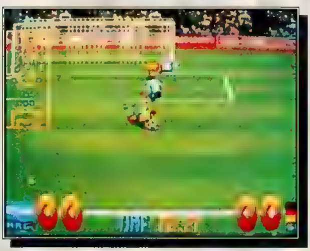
The game itself is relatively easy to learn, but hard to master. It requires the right mix of technique. Next time you and your friends are in the local arcade, mulling over which fighting game to play, give Human Cup '93 Grand Striker a try. I know you'll be glad that you did!



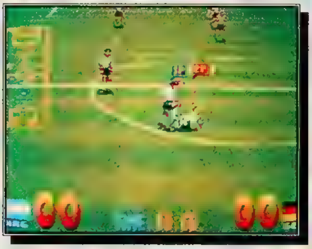
Great play control and an enormous fun factor makes this game a blast to play.



Goal! Try to work your way close to the net to set up for the finishing blow!

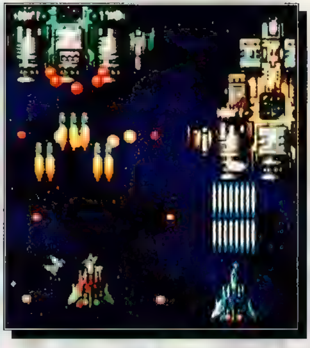


A handy schematic of the playing field is given at the far right of the screen.



The key here is to remember to play very, very aggressively! Go get 'em!

MAD SHARK by Allumer



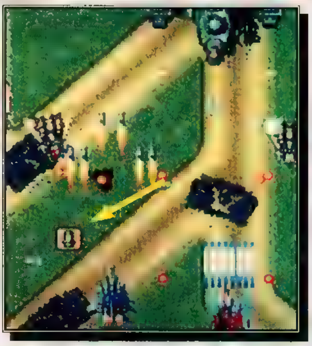
Play Mad Shark with a buddy—it really tends to make your life a little easier!

Allumer's Mad Shark is a shooter with a purpose. That purpose is to send you screaming from the arcade in a psychopathic frenzy! Yes, this game is quite maddening.

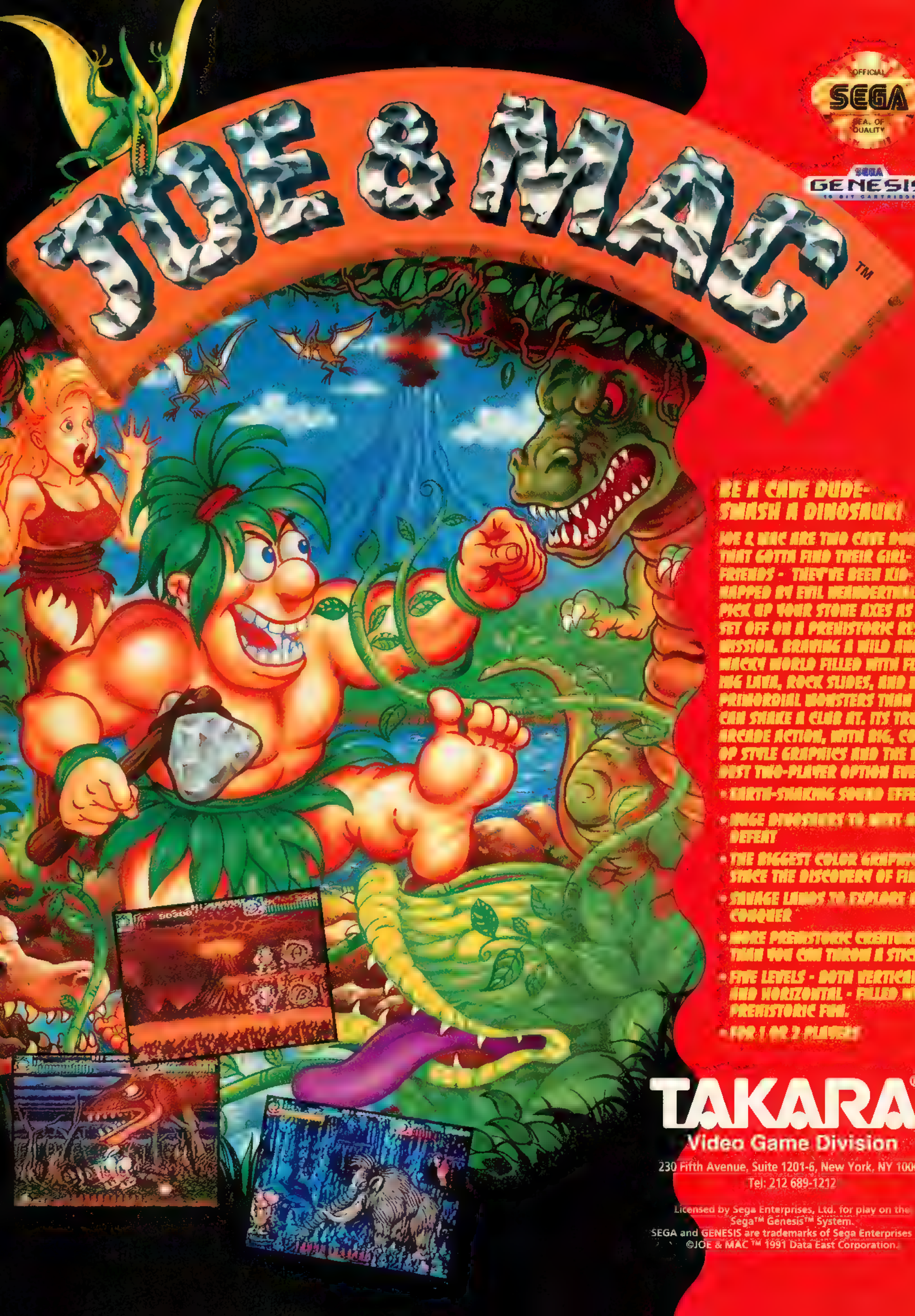
You are the pilot of an advanced fighter-bomber (what else is new?) on a mission to knock out various enemy encampments strategically located at different points in each level.

Pick up new weapons like lasers and missiles to help you along the way. At the end of each mission, you will fight some Bosses that will turn your hair a lovely shade of white. They are awesome!

Seriously though, if you're into shooters like I am, you'll dig Allumer's Mad Shark. Look for it soon!



Pick up icons like this cluster-bomb to further add to your growing arsenal.



OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS 16-BIT CARTRIDGE

BE A CAVE DUDE-
SMASH A DINOSAUR!

JOE & MAC ARE TWO CAVE DUDES THAT GOTTA FIND THEIR GIRLFRIENDS - THEY'VE BEEN KIDNAPPED BY EVIL NEANDERTHALS. PICK UP YOUR STONE AXES AS YOU SET OFF ON A PREHISTORIC RESCUE MISSION. BRAVING A WILD AND WACKY WORLD FILLED WITH FLOWING LAVA, ROCK SLIDES, AND MORE PRIMORDIAL MONSTERS THAN YOU CAN SHAKE A CLUB AT. ITS TRUE ARCADE ACTION, WITH BIG, COIN-OP STYLE GRAPHICS AND THE BADDEST TWO-PLAYER OPTION EVER.

- EARTH-SHAKING SOUND EFFECTS
- HUGE DINOSAURS TO HUNT AND DEFEAT
- THE BIGGEST COLOR GRAPHICS SINCE THE DISCOVERY OF FIRE
- SAVAGE LANDS TO EXPLORE AND CONQUER
- MORE PREHISTORIC CREATURES THAN YOU CAN THROW A STICK AT
- FIVE LEVELS - BOTH VERTICAL AND HORIZONTAL - FILLED WITH PREHISTORIC FUN.
- FOR 1 OR 2 PLAYERS

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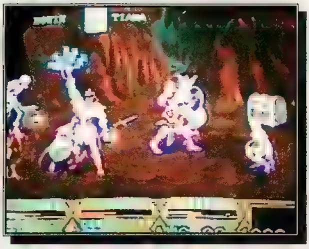
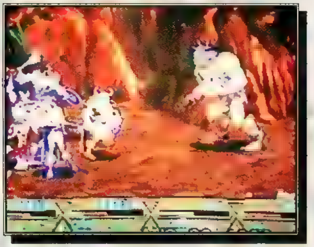
D AND D TOWER OF DOOM

by Capcom



Each character has his own magic to use when the going gets rough!



This Boss is a killer. Gang up on him if there's more than one player.

Capcom has a new coin-op in the works, and its tentative title is D and D Tower of Doom. The following pictures were taken under adverse conditions: 15 sliders, a Polish sausage with sauerkraut and onions and four packs of unfiltered cigarettes. Needless to say, the pictures are...um how shall I say...a little blurry. I'm sorry, it won't happen again and I'll have a note from my mom next issue.

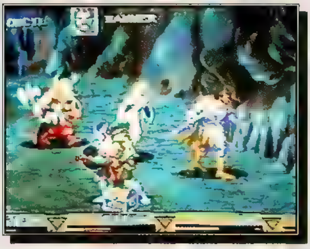
Tower of Doom is an action/adventure game in the same vein as Golden Axe and Knights of the Round. D and D Tower of Doom, however, makes a radical departure from these arcade favorites.

One of the really appealing elements of D and D Tower of Doom is the ability of the players to pick which direction their party wishes to go. You are presented with different "paths" to follow, and each "path" offers new battles and things to discover. This offers the players a new game almost every time they play! It's a great idea that we hope to see fostered in other games.

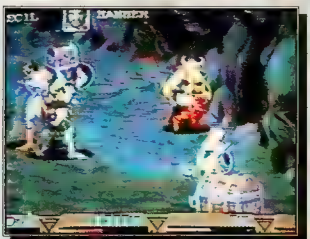
D and D Tower of Doom has some other really good aspects to it. For one thing, you can play with four people. This makes D and D a great game to play with friends!

Another thing that's exceptional about this game is its fantastic game play. Players can pick up a variety of weapons by smashing treasure chests that are scattered about. Each character also has the ability to use a special weapon. These special weapons are different for each character, but they are all very devastating.

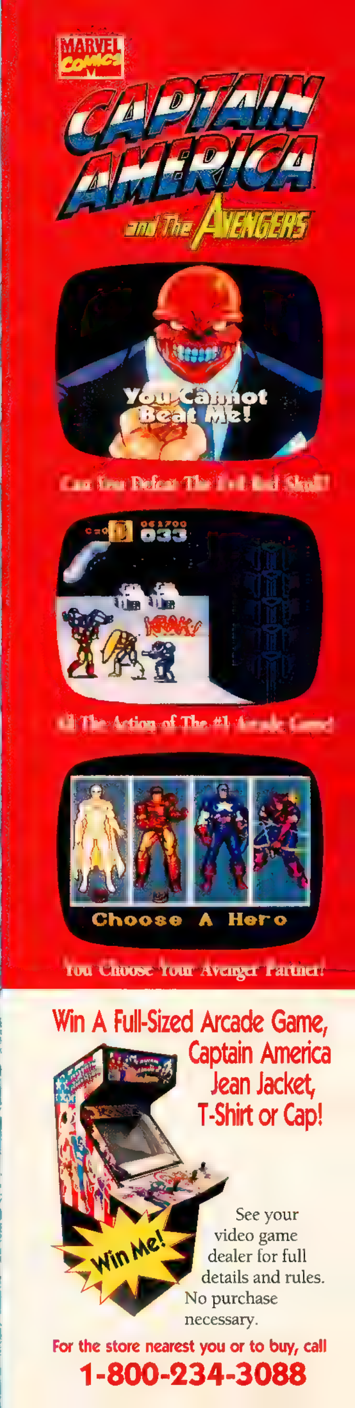
You've really got to tip your hat to Capcom. D and D Tower of Doom is going to make a lot of arcade fanatics very, very happy. Slip it a couple of shiny new quarters and enjoy the ride—it's really worth it!



Because of the non-linear nature of the cart, each game is a new adventure.



You can find weapons and other items stashed in the treasure chests.


MARVEL COMICS

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Can You Defeat The Evil Red Skull?

All The Action of The #1 Arcade Game!

You Choose Your Avenger Partner!

Win A Full-Sized Arcade Game, Captain America Jean Jacket, T-Shirt or Cap!

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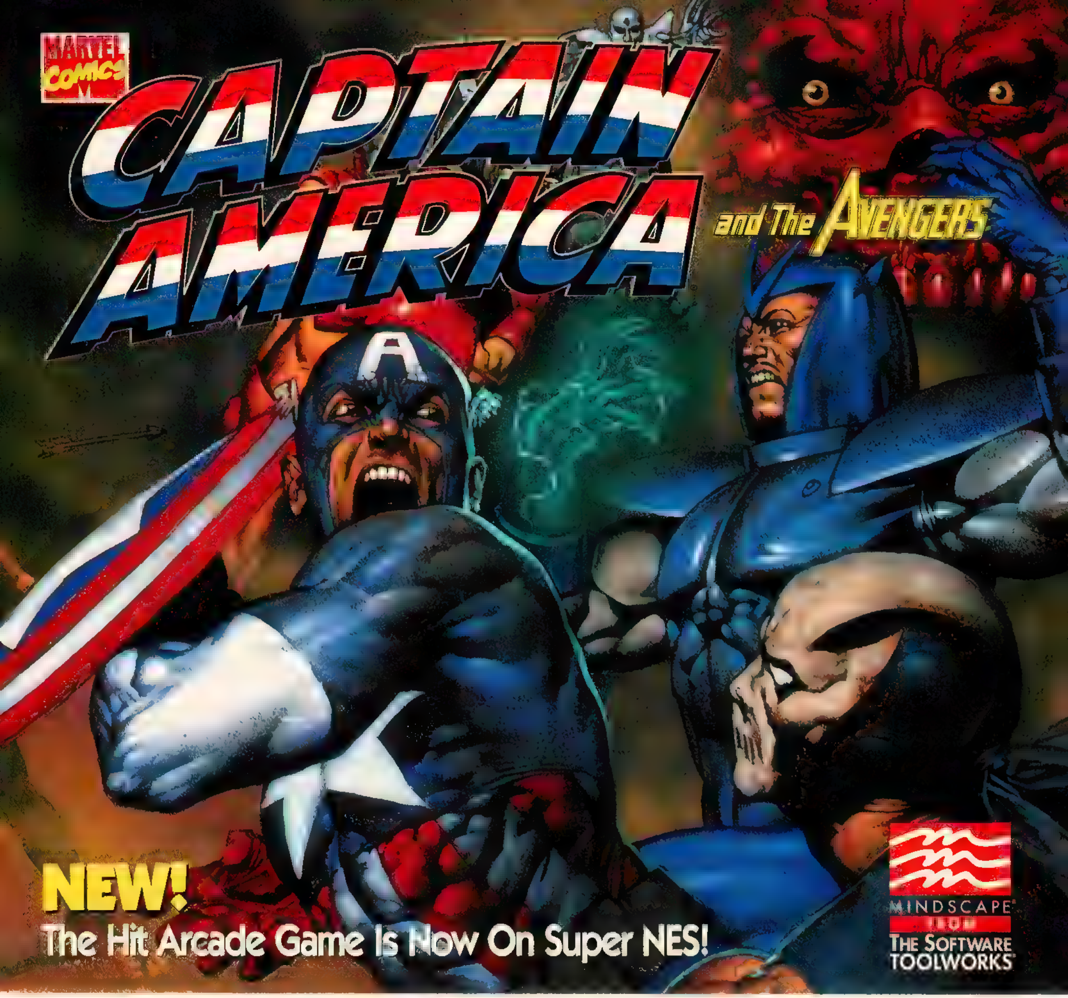
MARVEL COMICS
CAPTAIN AMERICA
and The AVENGERS
NEW!
The Hit Arcade Game Is Now On Super NES!
MINDSCAPE
FROM
THE SOFTWARE TOOLWORKS

Captain America and the Avengers, the hit arcade game and best-selling Marvel Comic, is now available for your Super NES®. Just like the arcade game, you can choose from any of the four Avengers, each with his own special powers. Your goal is to defeat the diabolical genius Red Skull and his super-evil mind control device. Game features include:

- Normal or extremely radical "Arcade Mode"
- Six levels of play and sounds just like the arcade game.
- Amazing power-ups and action
- Single or two player option with simultaneous cooperative play on the two-player setting.

For the store nearest you or to buy, call

1-800-234-3088

Captain America and the Avengers plays just like the arcade game and sounds just like the arcade game.

What are you waiting for? Get this game! It's up to you and your Avenger to save the world, and maybe even the solar system.

CAPTAIN AMERICA
SUPER NINTENDO ENTERTAINMENT SYSTEM

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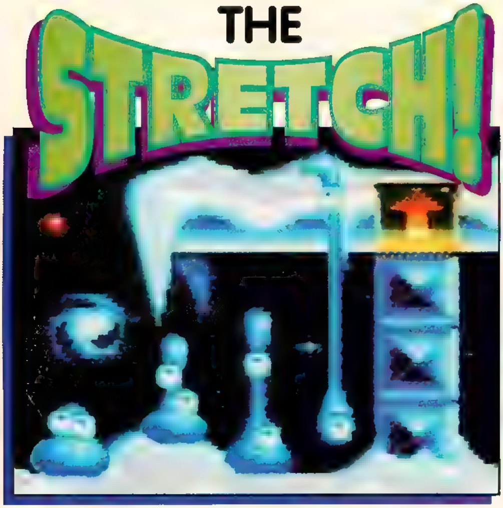
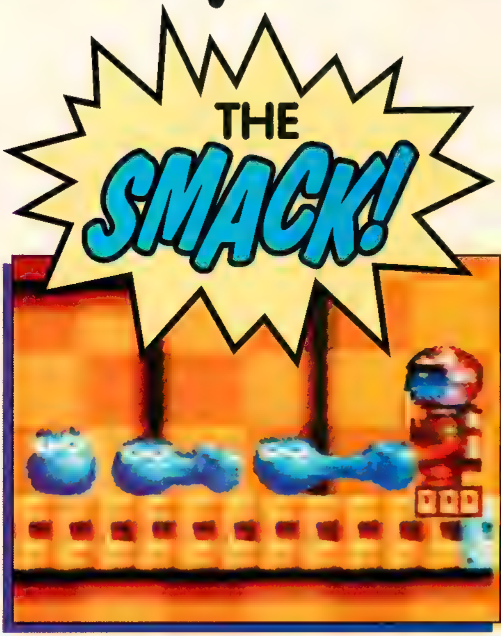
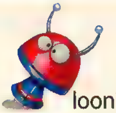
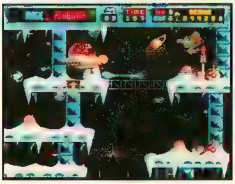
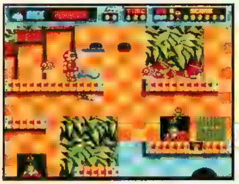
Play With Putty, And

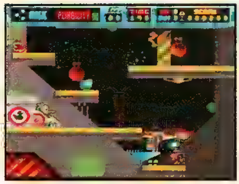


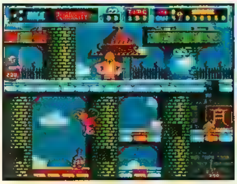


Bounce, bash, squash, and stretch through six levels and 20 worlds of the  looniest universe ever, complete with wild music, sound effects and voices! Change into other critters to gain extra powers! But watch out for Putty's 40 fearsome foes, including Dazzledaze and Dweezil. They're the nastiest nightmares a blob of putty ever had.


Stre-e-etch and slide your way through each zany zone!

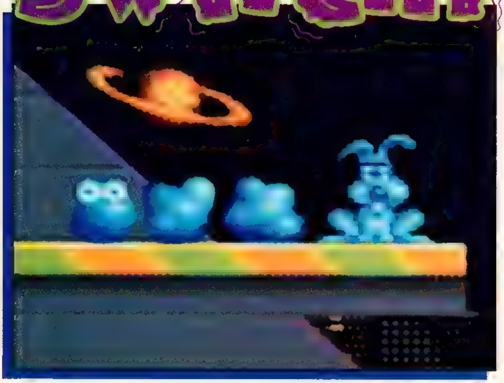

Sock your enemies with a patented Putty-punch!


Change into other critters to gain extra powers!

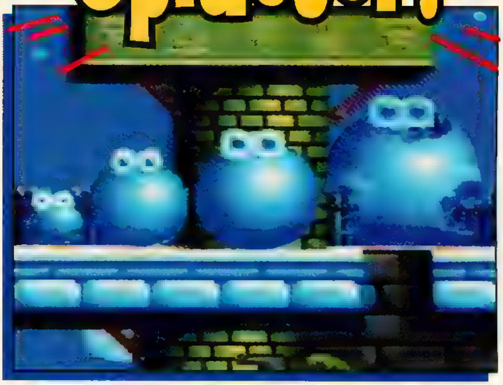

Pop like a balloon to blow everyone away!

You'll Get Popped!

THE SWITCH!



THE Splatter!



SUPER PUTTY

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SYSTEM • 3

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INTERNATIONAL OUTLOOK

13 GAMES PREVIEWED!!!

Alcahest, Phantasy Star-End of Millenium, Vampire Killer Dracula X, Rocket Coaster, Tetris Battle Gaiden, Astro Boy, The Great Battle Gaiden 2, No Problem Cats, Super Robot War EX, Dungeon Master 2, Metal Fangs, Formula 1 World Championship, Sengoku

INTERNATIONAL NEWS

It's me again, Terri Aki, and I'm back with more info from the land of the Rising Sun. Japan has seen a lot of changes as of late. A lot of systems have been announced. The Laser-Active systems have been released, and they have a number of really cool games, but whether or not it'll catch on is anybody's guess.

More and more games now have little collectable toys for them. Not just Street Fighter 2 and Fatal Fury 2, I mean other games like wind-up Dig Dugs, Tetris action figures (imagine Tetris blocks with legs and faces), and a bunch of famous video game characters now have their own Barcode Battler cards, like Link and Mario.

The most common trends in video gaming in Japan tend toward deep and involving RPGs, and detailed racing carts, compared to our seemingly endless fighting games. Don't you think we need a few more RPGs in the States? I do. Oh well...

I've collected a rather large number of games for this month I think you'll like. I managed to get a bit more on Phantasy Star, and I've really gotten into it. That, and Dracula X. Dracula X is simply amazing. Any Castlevania fan should want to play it. So here's the news. Enjoy!

WORLD NET

Square of Japan

Alcahest

Super Famicom

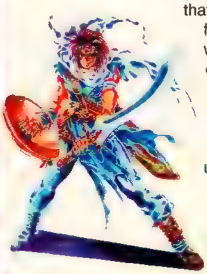
Action

Dec. 17

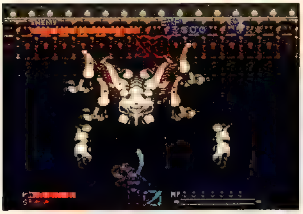
¥8,800

Wow! An action game form Square, now arguably the top Japanese maker of RPGs? Actually, not really, it's made by Hal Laboratory, known for the GameBoy and NES Kirby, and the Super NES NCAA Basketball, all released by Nintendo. However, although essentially a top-view action game, Alcahest's swords-and-sorcery setting and its RPG story, make it a perfect match for Square's own efforts including Secret of Mana and Final Fantasy II.

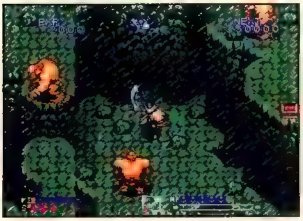
The game style is similar to that of Zelda or Soul Blazer. The player guides the sword-swinging hero Allen, on a quest to defeat hordes of evil beings. Along the way, Allen can pick up five partners including a white mage, a wizard, a knight cyborg and a guy that turns into a fiery dragon. Once these characters join Allen, any one of them can accompany him on the screen. Besides these characters, Allen must recover Guardian Blades, four sacred swords that represent fire, water, wind and earth. Using these swords, Allen can unleash devastating magic or even summon forth Guardian spirits to help in fighting.



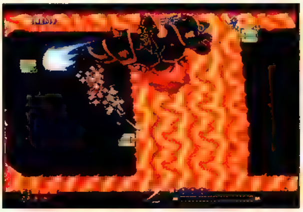
Alcahest is a great counterpart to Square's RPGs, and it should be checked out. It looks like it'll be hot, and with a little luck, it may even reach the States. We do need more games of this type.



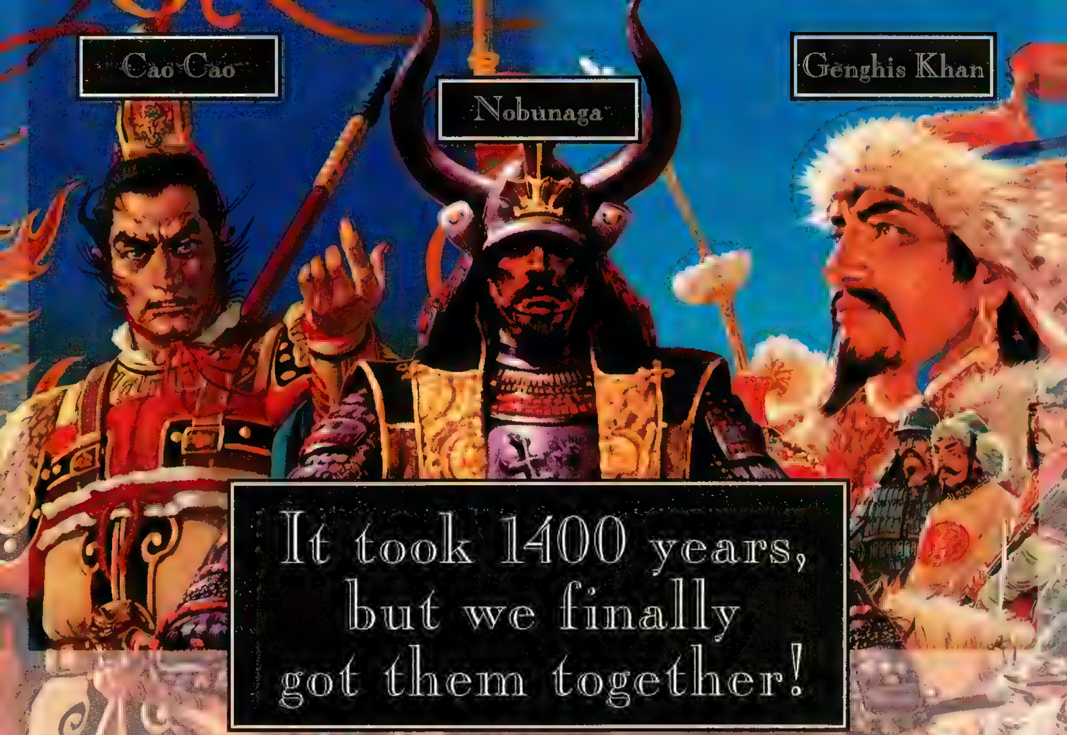
Giant mechanical beasts will attack without mercy. Find their weaknesses.



Strike down the vile beings that stalk the fair people of the land.



In the midst of the fiery lava lies a Boss who can cleave you with one swipe!



It took 1400 years, but we finally got them together!

Picture this, three of history's most ruthless and ambitious leaders all in one room. Now, throw in the fact that all three are looking towards world domination with massive armies following their every command. Sounds interesting, doesn't it. This winter, Koei's bringing Genghis Khan, Nobunaga and Cao Cao together to a store near you, and it's going to be exciting. After all, Genghis Khan is out to lead his Mongol hordes victoriously across Asia and Europe in Genghis Khan II: Clan of the Gray Wolf; Nobunaga is seizing control of Japan in Nobunaga's Ambition and Cao Cao's devising new ways to reunite China after the collapse of the Second Han Dynasty in Romance of the Three Kingdoms III: Dragon of Destiny. The contest for world domination is about to begin!

Genghis KHAN II
CLAN OF THE GRAY WOLF

Romance of The Three Kingdoms III
DRAGON OF DESTINY

Sega Genesis screens shown

Nobunaga's Ambition

KOEI

KOEI Corporation, 1350 Bayshore Highway, Suite 540
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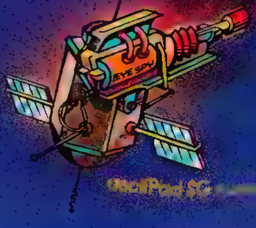
It all began when I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians. "We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha*. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.

Power Clutch [illegible]

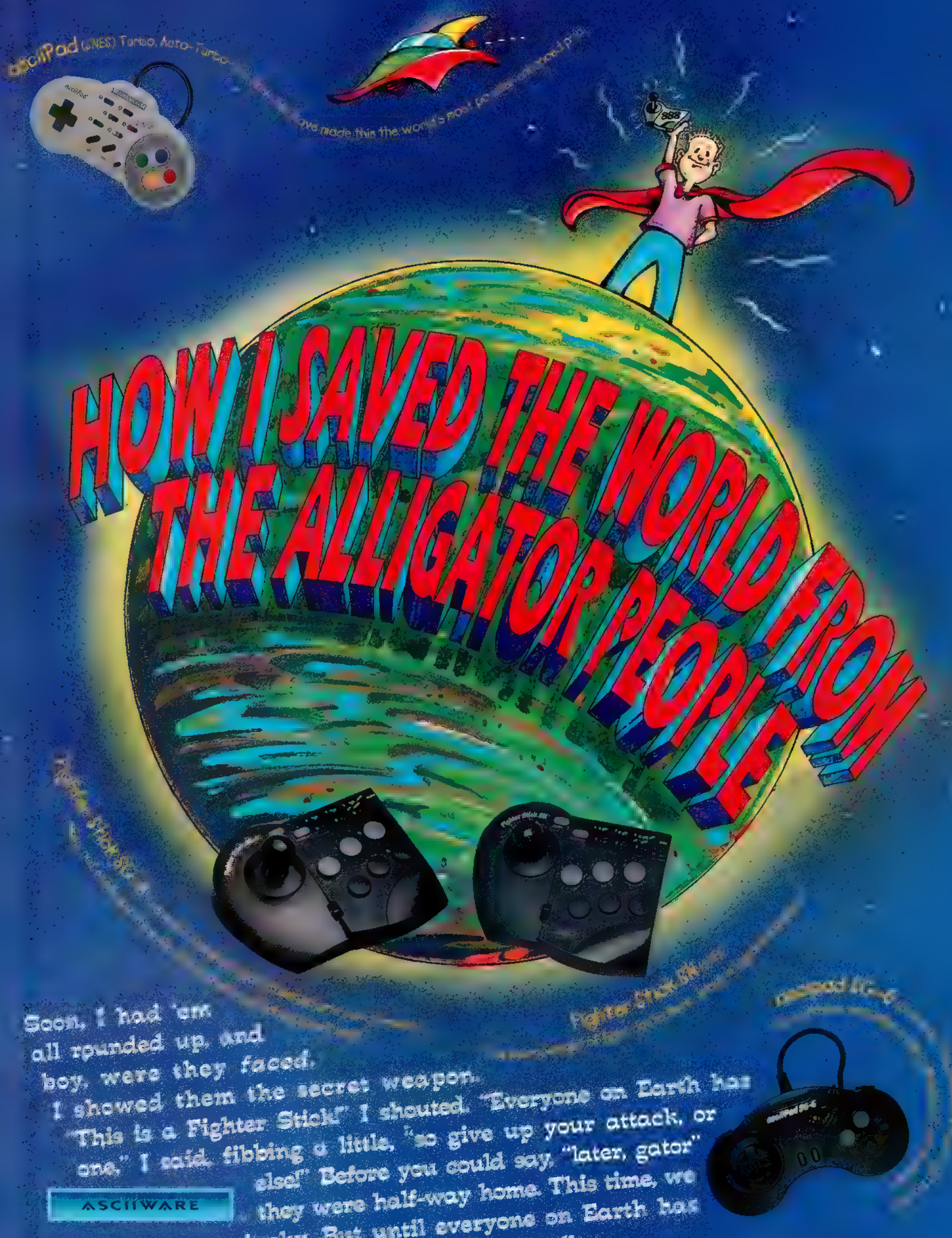
Super Advantage (SNES) As close as un[illegible] to an arcade joystick - but they don't have [illegible] cool features like Turbo [illegible] Slow Mo.



asciiPad SG [illegible]

*TELL US HOW YOU SAVED THE DAY WIT[illegible]OLLER, AND WE'LL USE THE STORY IN AN AD. MAYBE.

©1993 ASCII ENTERTAINMENT SOFTWARE, INC. [illegible] TELEPHONE (415)570-7005. ASCIIWARE AND ALL RESPECTIVE


HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE...
asciiPad (SNES) Turbo, Auto-Turbo-
...ave made this the world's most po...
Fighter Stick PC
Fighter Stick SN
asciiPad SG-6

Soon, I had 'em all rounded up, and boy, were they faced. I showed them the secret weapon. "This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

ASCIIWARE

INTERNATIONAL NEWS

Recently in Tokyo, a concert of music from video games was held by the Tokyo City Philharmonic Orchestra. Despite threatening weather, more than 2,000 people packed a concert hall in trendy Shibuya. The event was sponsored by eight major video game companies, including Nintendo, Square, Enix and Hudson. The concert went on for over two hours, delighting the audience with such famous selections of music from Star Fox, The Legend of Zelda, Dragon Quest V, Secret of Mana and Wizardry V. The concert was recorded for a live CD to be released on December 22 from Sony. The full orchestra treatment is really unique.

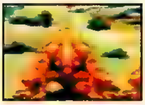
The concert drew large numbers of people with its wonderful music.

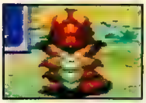
Some of the songs were from the game Zelda. Remember those songs?

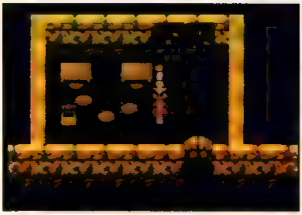
Sega of Japan	
Phantasy Star- End of Millenium	
Mega Drive	MEGA DRIVE
RPG	
Dec. 17	¥8,800

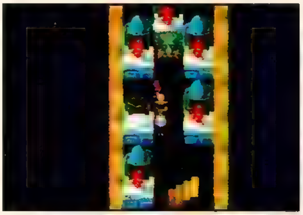
Here's some more news of that hot RPG from Sega. I played it for quite some time, and got really involved in it. The plot is intriguing, and you'll be thrust through it at lightning speed. It seems that Leila, your partner is a bit of a mercenary. So much, in fact, that she won't go with you without money! Soon you'll be joined by Han Murray, an assistant at the academy, which has been overtaken by bio-monsters. When you go find the cause, you come to the shocking realization that the monsters were put there by a field research team. Now the adventurers must somehow find the researchers, and find out their motives. It's exciting!

You can pre-program a set pattern of moves so your characters can fight.

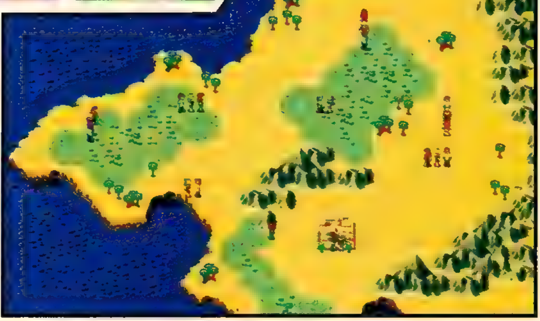





Search the academy for the cause of all the monsters that have sprung up.


An experiment gone awry is creating all the creatures you're facing.

This will be the first Boss you'll face. Watch it, because it's reproducing!


AREA ONE

SEGA
SEAL OF QUALITY
F1

The Official FORMULA ONE

There are no words to describe how fast it really is.

At least, no clean words.

DIEHARD GAME FAN magazine tried. They called FORMULA ONE *"the fastest racing game on the planet."* Not bad. But they would have nailed it if they had screamed ***"the !@#$% fastest racing game on the planet!"***

Believe it when you see it — at your favorite game store today.

Available on GENESIS™ & GAME GEAR™!

Hurtle down the race track at a blistering 220 mph! And it's speed you can hear and feel! Race against the real pros of Formula One World Championship on 12 real tracks — from Monte Carlo to Australia. Or go head-to-head against a friend in split-screen action. You can even customize your machine right down to the tire design and air foil!

DOMARK™

Sold and distributed in America exclusively by TENGEN

FORMULA ONE: An Official Product of the FIA Formula One World Championship. Licensed by FOCA to Fuji Television Network Inc. This game is related to the 1993 Formula 1 season. SEGA, GENESIS and GAME GEAR are trademarks of Sega Enterprises, Ltd. ©1993 Domark Group Ltd. All rights reserved.

Screen displays shown are from Sega Genesis version.

AN OFFICIAL PRODUCT OF THE FIA FORMULA 1 WORLD CHAMPIONSHIP

INTERNATIONAL NEWS

Capcom entered a great float in a parade in their home town of Osaka, Japan. It was designed to look like a fort. Atop the fort were Ryu, Chun Li, and other SF2 regulars as well as the four new Super SF2 characters. The float was surrounded by teams of dancers and guys on roller blades. The band atop the float blared out the theme song of Super SF2 over the two-mile parade route. Capcom's strong showing was rewarded with the Most Creative Float Award by parade officials. One thing is annoying however, considering that Capcom made millions with SF2 (the SF2 Turbo alone racked up sales of over 1.3 million units this year in Japan), they could have used better actors to portray the SF2 characters. (Just check out the photos to see what I mean.)

Can Capcom pick' em or what? These guys are a real eyesore.

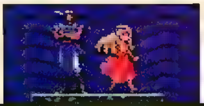
WORLD NET

Konami of Japan

Vampire Killer Dracula X

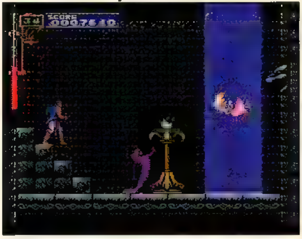
PC Engine SCD	
Act/Adv	
Now	¥7800

If you ever wanted to know why a CD has more capabilities than a cartridge, get this game! Truly one of the best versions of Castlevania to come in a long time, this hot title has all the gimmicks like fancy cinemas and fantastic music—but this one also has non-linear game play! It has multiple routes to take and two different level Bosses in each stage. The animation is absolutely incredible and the levels are very long and complex, which really shows off the power that CD storage has! But if you think it stops here—you're wrong! In the next issue we're gonna blow this sucker out!

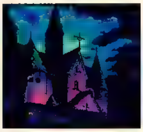


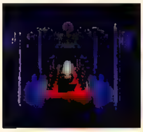
Richter Belmont and Maria

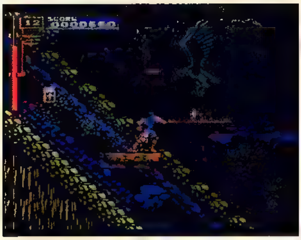
Enter the new Vampire Killers! Richter is a noble warrior in the traditions of his family name, whereas Maria uses kittens and really cute weapons to battle the Count! Definitely the oddest team!



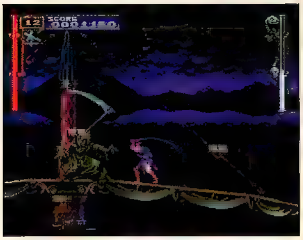
Rescue Maria from the spell being put on her by Dracula's servant, Shaft!



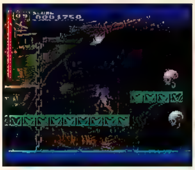




A surfing Belmont? Go down the stream on a plank of wood to reach the caves.



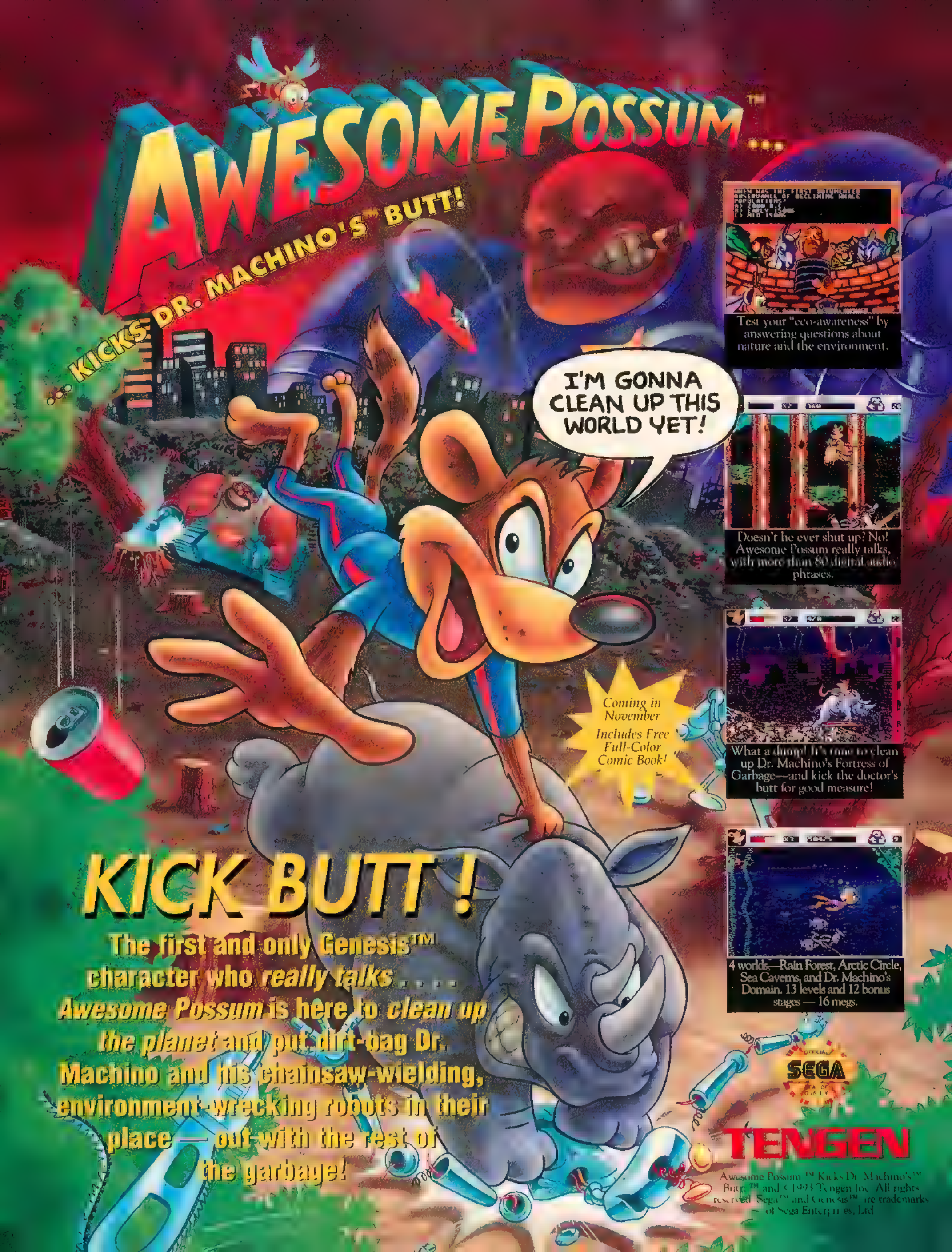
Where would a Castlevania game be without good old death to haunt you?



So what makes this so cool!?!

1. Non-linear play! There are more than three different ways to go through a level and two ways to get out!
2. Backup RAM lets you search other levels you have visited!
3. Absolutely no slowdown or flicker!

More on the best version of Castlevania in EGM #55!


AWESOME POSSUM™...
...KICKS DR. MACHINO'S™ BUTT!
I'M GONNA CLEAN UP THIS WORLD YET!
Coming in November
Includes Free Full-Color Comic Book!
OFFICIAL SEGA SEAL OF QUALITY
TENGEN

Test your "eco-awareness" by answering questions about nature and the environment.

Doesn't he ever shut up? No! Awesome Possum really talks, with more than 80 digital audio phrases.

What a dump! It's time to clean up Dr. Machino's Fortress of Garbage—and kick the doctor's butt for good measure!

4 worlds—Rain Forest, Arctic Circle, Sea Caverns, and Dr. Machino's Domain. 13 levels and 12 bonus stages — 16 megs.

KICK BUTT !

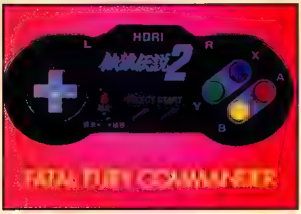
The first and only Genesis™ character who *really talks* . . . . *Awesome Possum* is here to *clean up the planet* and put dirt-bag Dr. Machino and his chainsaw-wielding, environment-wrecking robots in their place — out with the rest of the garbage!

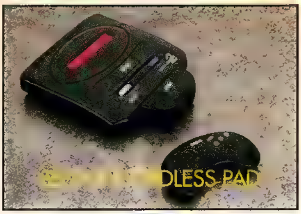
Awesome Possum™ Kicks Dr. Machino's™ Butt™ and © 1993 Tengen Inc. All rights reserved. Sega™ and Genesis™ are trademarks of Sega Enterprises, Ltd.

INTERNATIONAL NEWS

To coincide with the release of Takara's eagerly awaited SFC Fatal Fury 2, Hori Electric launched a special SFC controller. Imaginatively named the Fatal Fury 2 Commander, this item is colored a chilling black with the Japanese FF2 logo proudly printed on it. The great part about the pad is that the power and super power moves of all eight selectable FF2 characters are programmed in so that they can be triggered by a single button. It can also be programmed with power moves from other games to gain a definite edge over competitors. How come there isn't one for SF2 Turbo? Hmmmmm.

On the Mega Drive side, Sega launched the cordless pad. Its six-button pad uses infra-red rays to communicate with the game system, so there's no more annoying cords. The receiver for it plugs directly into the MD2. How convenient.





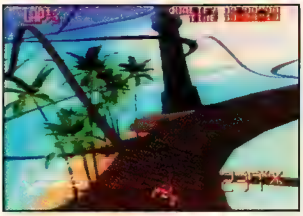
WORLD NET

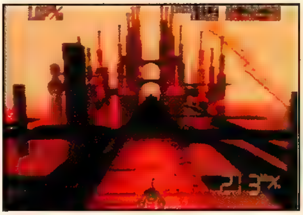
Taito of Japan

Rocket Coaster

Mega LD	MEGA LD
Driving	
December	¥9,800

Strap yourself into this hot Laser-Active game, because now you're behind the wheel of Rocket Coaster. It's a mean racing machine built for blasting through nine wicked stages at an amusement park of the future. By mixing high-grade computer graphics with MegaDrive sprites, the looks of this game are simply stunning. You can crank up your machine to speeds of up to 300 km/h over seriously demented courses including landscapes of sorcery and dinosaurs. Don't get too involved in the backgrounds, otherwise you'll miss the strict time limits. Rocket Coaster is a really intense racer.

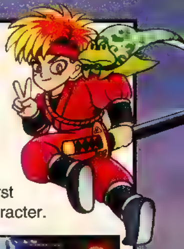

Zip through a tropical land, but watch where you're going. Stay on track.

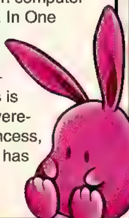

The eno-technical city will give you some really strict time limits.

Bullet-Proof Software of Japan

Tetris Battle Gaiden

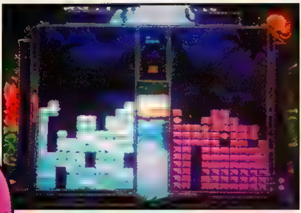
Super Famicom	SUPER FAMICOM
Puzzle	
December	Unknown

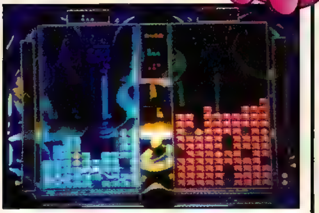


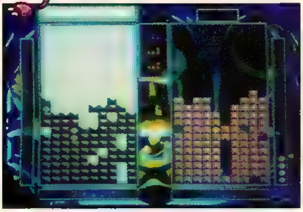


The world's most famous puzzle game is back, this time with a heavy emphasis on head-to-head competition. The player can take on computer opponents or play a friend. In One player Mode, you can choose one of eight characters and take on the others. The cast of characters is very strange, including a werewolf, a shaman, a cute princess, elves and more. Each one has four special skills they can use when they collect colored orbs that appear among the blocks. These skills can really let you hammer on your opponent, but he can also do the same.

This is the ultimate Tetris game, and the first to let you play as a character.


Don't let the blocks get too close to the top of the screen or you'll lose.


The backgrounds on this new Tetris game are quite colorful. A nice touch.

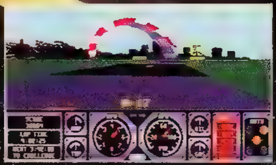

All your old strategies will work here. Get a Tetris and mess up the other guy.

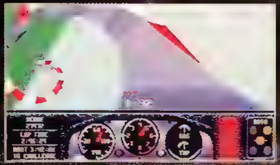
Race Drivin'™

ON SALE NOW!

Don't hurl your lunch on the corkscrew loop!

Hey bud, it's gut check time! The greatest racing game in arcade history is about to come crashing through your front door. That's right, RACE DRIVIN' is now available on your Genesis™! It's tricked out with breathtaking features like SuperStunt — complete with a corkscrew loop, jump loop and full pipe — to test the strongest stomachs. There's the new Autocross track with built-in pace car. Plus life-like 3-D graphics, incredible handling, true cockpit-style controls and instant replay. Take RACE DRIVIN' out for a test spin today. And try to keep it down, OK?





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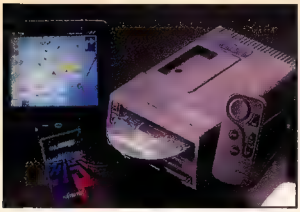
INTERNATIONAL NEWS

Fujitsu and its car electronics subsidiary Fujitsu Ten jointly developed the world's first car multimedia player. This unit is fully equipped with a high-end car navigation system that provides clear audio and video navigation guidance. Using an optional IC card, it will be able to use a sophisticated navigation system called VICS in Japan.

As the name suggests, Car Marty is fully compatible with the FM Towns Marty, Fujitsu's home multimedia system. Car Marty can therefore use a wide selection of software that covers over 300 titles, including tons of games. It can be hooked up with a control pad, keyboard and even a mouse for running software. Car Marty can even be detached and used in the home.

Fujitsu Ten will be handling production and sales of Car Marty. It is slated for launch in spring next year in Japan. Beware, systems like this don't come cheap. Weighing in with a heavy duty price tag of between ¥200,000 and ¥300,000 (about $1,900 to $2,900), this puppy is strictly for those with the big bucks. This mega-machine is definitely going to attract some attention.


The Car Marty is sure to attract people who must have the latest in high tech.

WORLD NET

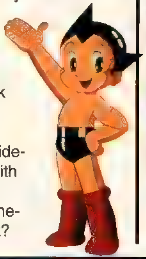
Zamuse of Japan

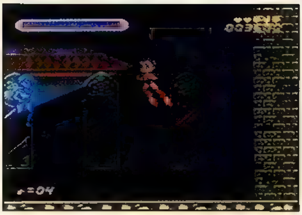
Astro Boy

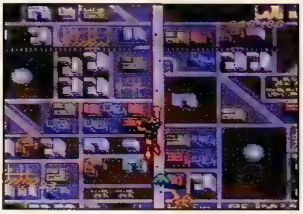
Super Famicom	
Action	
Jan. '94	¥9,000

Perhaps the first ever Japanese anime hero gets a new lease on life. Astro Boy, known as Atom in Japan, first appeared about 30 years ago as a popular Manga comic by Osamu Tezuka. After debuting on Japanese TV as a hilariously atrocious live-action series, the original black and white anime took Japan by storm.

The game itself is a side-scrolling action game with several top-view levels where you fight more enemies. Is Astro Boy back?




The haunted house is dark, so make sure you use your special eyes.

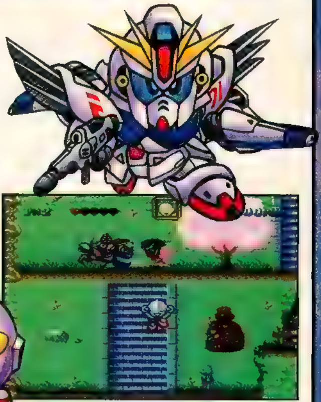

Mode 7 effects take Astro Boy to the skies above. A cool effect.

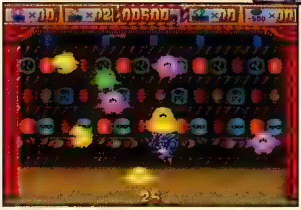
Banpresto of Japan

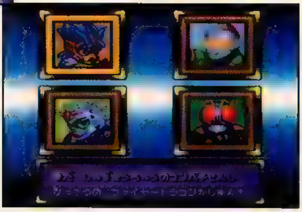
The Great Battle Gaiden 2

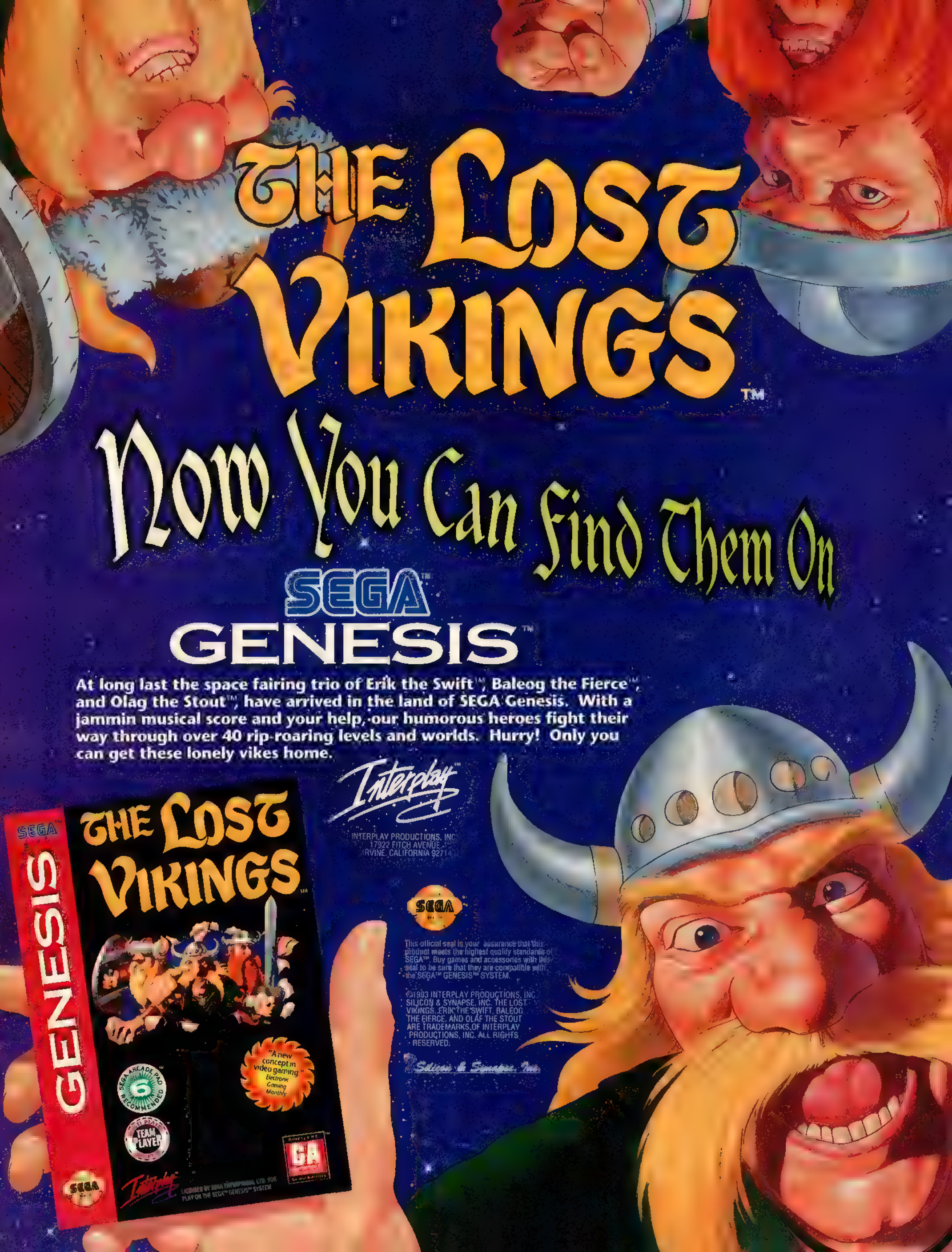
Super Famicom	
Action	
Feb. '94	¥9,500

Bandai's ever popular SD (super deformer) heroes are up to some new tricks. One or two players can choose from four SD heroes: Gundam, Rider RX, Ultraman and Roa, Banpresto's original design. Unlike the earlier games in the series which tended to be serious, this one has a wacky world with the traditional Japanese festival theme. You can fight in side-scrolling stages, or find stalls selling items. There are also miniature games built in. A great concept.


Become the heroic Ultraman as he battles monsters from all sides.


Amusing side-games can be played to take a break from the action.


These four fighters can be chosen as your player character.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Now You Can Find Them On
SEGA™
GENESIS™
SEGA
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"A new concept in video gaming" Electronic Gaming Monthly
SEGA ARCADE PAD 6 RECOMMENDED
1-2 PLAYER TEAM PLAYER
GA
SEGA
Interplay
LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM
Interplay™
SEGA

At long last the space fairing trio of Erik the Swift™, Baleog the Fierce™, and Olag the Stout™, have arrived in the land of SEGA Genesis. With a jammin musical score and your help, our humorous heroes fight their way through over 40 rip-roaring levels and worlds. Hurry! Only you can get these lonely vikes home.

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IRVINE, CALIFORNIA 92714

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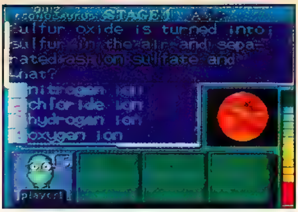
Silicon & Synapse, Inc.

INTERNATIONAL NEWS

At the start of December, NEC Home Electronics of Japan launched their LD-Rom2 system. This is actually Pioneer's LaserActive system made under the OEM license. The machine is priced identical to the LaserActive with the main unit priced at ¥89,800 (about $850) and the PC Engine Control Pack priced at ¥39,000 (about $370). Although NEC won't be selling the Mega-LD Pack for playing Sega games, the main unit can accept the pack. Now that NEC has shown commitment to the LaserActive format, we should be seeing some games from NEC and its licensees. Hopefully it should attract some decent games. It looks pretty good, but only if you can afford the price.

Well player... how about playing some Laser Disc games? Sounds interesting.



sulfur oxide is turned into sulfur in the air and separated as ion sulfate and what?
nitrogen ion
chloride ion
hydrogen ion
oxygen ion

This system offers both educational and entertainment software.

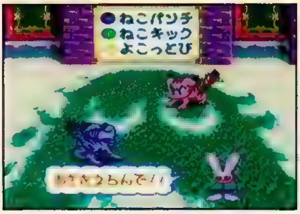
WORLD NET

Zamuse of Japan

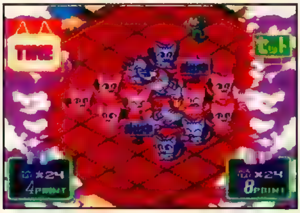
No Problem Cats

Super Famicom
Board Game
Feb. '94
¥8,800

Do you remember the game Othello (AKA Reversi)? This is a take-off on that classic board game. Instead of Othello's two-color tokens (white on one side, black on the other), cute pink and blue cats are used as playing pieces. Although the rules are pretty much the same, the fact that cats are used causes all sorts of havoc. As you know, cats are very finicky and will do exactly as they wish. So sometimes, they will refuse to do as you command, or worse, wander off to join the opposing side. The cats are very unpredictable. As an added wrinkle, cats can fight for spaces. A very unique theme!



Two cats can battle for a strategic place on the board. Watch the claws!



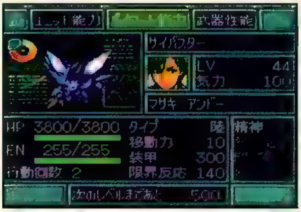
Overall the game is similar to Othello, but the cats do things to change it.

Banpresto of Japan

Super Robot War EX

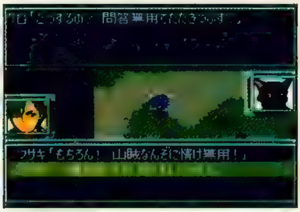
Super Famicom
War Sim.
Spring '94
¥9,800

Japan's best known anime robots including Gundam, Mazinger Z, and Getter Robo return to the fourth installment in the highly popular Super Robot War series. The game system is very similar to Nintendo's Fire Emblem and Sega's Shining Force series that combine the best elements of war simulations and RPGs. All the fighting is done on field maps where robots are moved individually like chess pieces. When a friendly unit collides with an enemy unit or is attacked from a distance, the two units engage in battle. The object is to destroy all the enemy units on a map to advance to the next level. Through fighting the enemies, your pilots will gain experience, and money for building up your mechs. With well over 100 famous anime mechs, this game has won over gamers both young and old. It's a great idea.

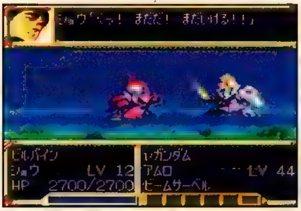


LV 44
気力 100
HP 3800/3800
EN 255/255
行動回数 2
タイプ 陸
移動力 10
装甲 300
限界反応 140
次のレベルまであと 500

You can increase the skills of your pilot and the attributes of your mech.

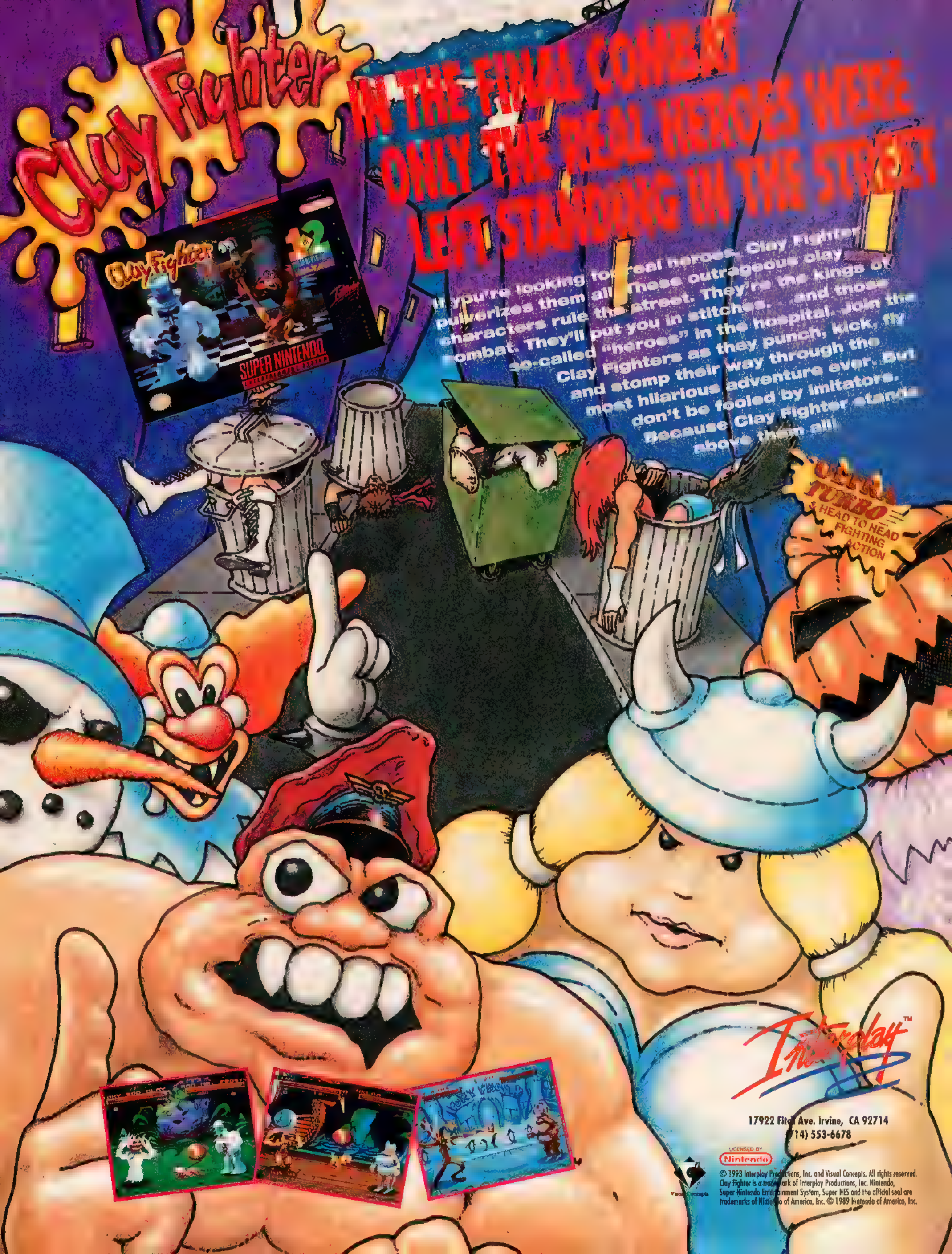


Why don't games like this come out here? Anime fans speak up!



ショウ LV 12
HP 2700/2700
アムロ LV 44
ビームサーベル

The Gundam fights the Red Comet in a difficult battle for territory.


Clay Fighter
Clay Fighter
SUPER NINTENDO
ULTRA TURBO
& HEAD TO HEAD FIGHTING ACTION
Interplay™

IN THE FINAL COMBAT ONLY THE REAL HEROES WERE LEFT STANDING IN THE STREET

If you're looking for real heroes, Clay Fighter pulverizes them all. These outrageous clay characters rule the street. They're the kings of combat. They'll put you in stitches… and those so-called "heroes" in the hospital. Join the Clay Fighters as they punch, kick, fly and stomp their way through the most hilarious adventure ever. But don't be fooled by imitators. Because Clay Fighter stands above them all!

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Visual Concepts

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INTERNATIONAL NEWS

Here's something a dedicated Neo•Geo fan won't want to miss—a realistic figurine of Mai Shiranui, the bodacious fan-wielding fighter from Fatal Fury 2 and FF Special. It's based on the character that appeared in the intense TV anime that was aired in Japan. (Now available on video for a hefty ¥9,800, about $95.) The 1/8 scale figurine is about 8 inches tall. Unfortunately we don't know her measurements beyond that. Made of soft vinyl, this figure comes unassembled and unpainted for a princely sum of ¥5,500 (about $50). Not cheap, but if you can afford a Neo•Geo...

Besides figures from Fatal Fury, many other characters are available in kit form in Japan including, of course, Street Fighter 2.

Mai is sweeter than ever. This model looks really good. Hmmmm...

WORLD NET

Victor Entertainment of Japan

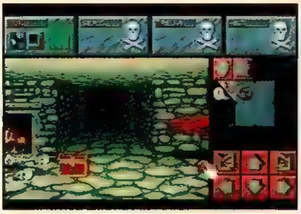
Dungeon Master 2

Super Famicom	
RPG	
March '94	¥8,800

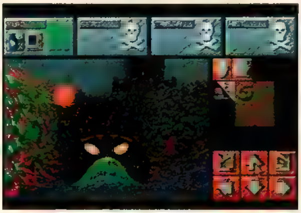
The real sequel to the complex and challenging 3-D dungeon exploring RPG will be appearing on the Mega-CD for the first time on a home video game system. (The PC version will debut internationally in Japan for the NEC PC-9801 series.)

Dungeon Master 2: Skull Keep adds many new features to the classic RPG including much enhanced graphic details, more actions and much smarter monsters. There are also shops to buy items, and you can summon monsters to aid you.

If you want a ticket to the realm of nightmares, Dungeon Master 2 will give you plenty of adventure.



Treasures are certainly nice to have, but can you get them?



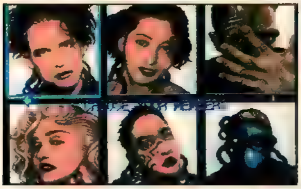
You can travel outside the confines of the castle's walls.

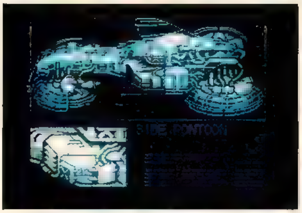
Victor Entertainment of Japan

Metal Fangs

Mega Drive	
Driving	
Dec. 17	¥6,800

If you're a fan of Cyberpunk SF, you might want to check this out. In the distant future, the most popular form of entertainment are a bunch of deadly races fought between teams of cybernetically enhanced drivers. They are one scary bunch, all fitted with bio-tech implants and gross tubes. Choose your driver and take to the tracks. Scoring is simple: you get points for annihilating the other drivers, getting laps and lapping the other guys. You should love this fast-paced racer. Show no mercy!

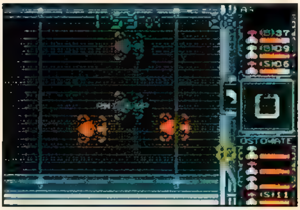




Pick your car and driver carefully. It's a matter of life and death.

METAL FANGS

Metal Fangs is a dark, gritty vision of the future, sort of like Cyber-Boy.



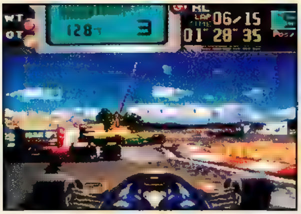
Things will get pretty scary out in the "zone." Blast the other team to oblivion.

Sega of Japan

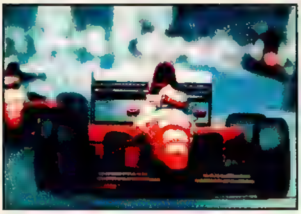
Formula 1 World Champ.

Mega-CD	
Driving	
April '94	¥7,800

The whole title is Formula 1 World Championship 1993 Heavenly Symphony. Whew, that's a mouthful. Sega's new F-1 CD puts you right in the cockpit of a hyper race machine. There are two modes, the GP Mode in which you take on the world's best, and the '93 Mode in which all the races of the '93 season are played back with all the crashes and incidents. In the '93 Mode, the vantage points of the game change for close-ups of the spectacular crashes. There are also cool digitized clips from the real '93 racing season. This is definitely the racing game the Mega-CD has long been needing.



Does this game look hot, or does it look hot?! Simply amazing.



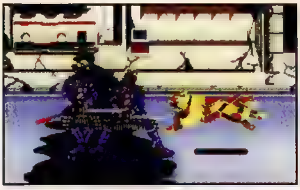
This CD brings fast-paced racing alive. All the thrills and spills are here!

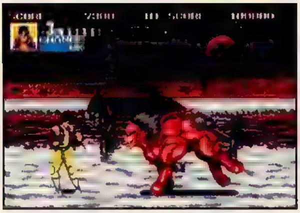
Sammy of Japan

Sengoku

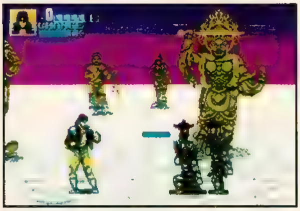
Mega-CD	
Action	
Dec. 17	¥8,500

One of the lesser known Neo•Geo games just came out on the Mega-CD. The story is about two men in the modern ages who are hauled back in time to fight ancient Japanese spirits that have been summoned by the spirit of a dead warlord. The two heroes can summon spirits of their own, including a vicious ninja dog, a samurai knight and a ninja warrior. Although the setting and story are really bizarre, the game itself is rather straightforward. Unlike the Neo•Geo, it will only be one-player. Aw, shucks.

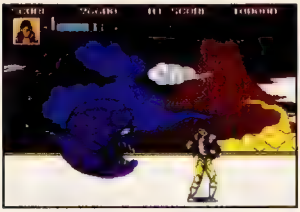




Battle fierce beings from the darkest part of your imagination.



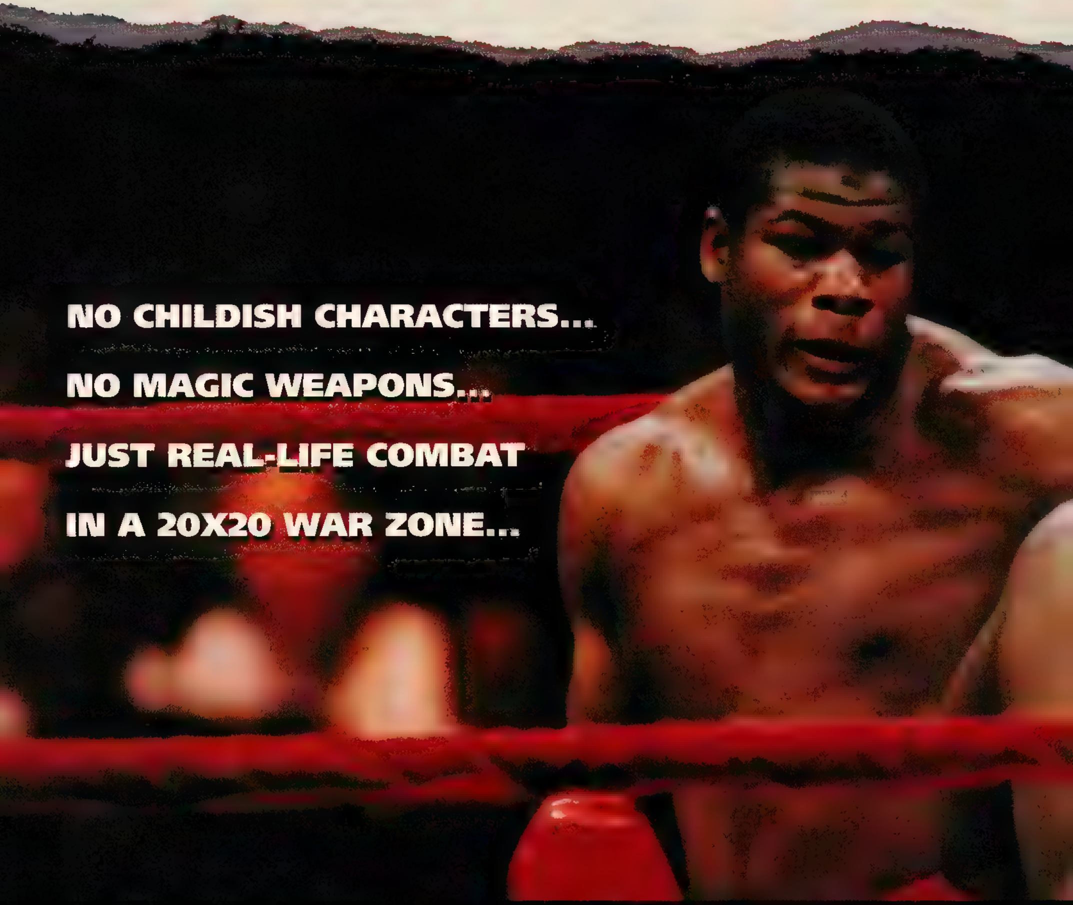
The many fights take place in the most peculiar of places, like in the clouds.



You will come face to face with some really ugly enemies.

WHEN
YOU'RE
TIRED OF
FIGHTING
IN THE
STREETS...

STEP INTO

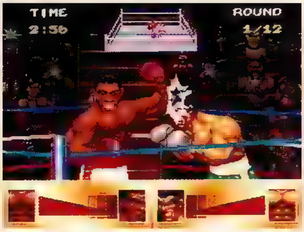

NO CHILDISH CHARACTERS...
NO MAGIC WEAPONS...
JUST REAL-LIFE COMBAT
IN A 20X20 WAR ZONE...

If you're finally ready for a real challenge, get off the asphalt and step into the ring, where Riddick Bowe is King—and you're just another two-bit contender.

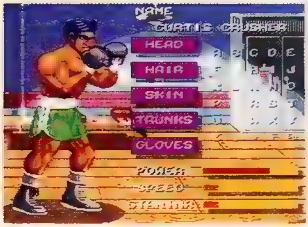
But be warned! Red leather does things to your face you can't even imagine—especially when it's attached to the business-end of a 6'5" battering ram with the burning desire to cram your mouthpiece down your throat.

So if you think you've got what it takes to bring down Big Daddy, put on the gloves...and leave the dreamland fighting to your little brother.

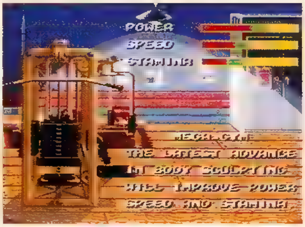
THE RING.


TIME
2:56
ROUND
1/12

Be "Big Daddy" in 2-player mode and clean your buddy's clock with jabs, hooks, uppercuts and rib-cracking bodyshots.


NAME
CURTIS CRUSHER
HEAD
HAIR
SKIN
TRUNKS
GLOVES
POWER
SPEED
STAMINA

Create your own boxer—from the color of his trunks to the power of his punch—and go from a no-name punk to a top-ranked contender.


POWER
SPEED
STAMINA
MEGA-GYM
THE LATEST ADVANCE
IN BODY SCULPTING
HELPS IMPROVE POWER
SPEED AND STAMINA

After each fight, unload on the speed bag, lace up a new pair of super-lite noggin-splitters, or go a few rounds with the mega-gym.

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ENTERTAINMENT SYSTEM

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GAME BOY

COMING IN DECEMBER FOR
GAME GEAR

RIDDICK BOWE BOXING

- Battery back-up allows you to create and save up to seven of your own contenders in Career Mode
- 25 ranked fighters and 65 boxers in all—each with his own personality and fight style
- Fighters age realistically throughout their careers
- Individual body and head damage meters
- Cool blow-by-blow sound effects
- Extensive punch selections—even blocks and verbal taunts
- Individual round and career stats
- The largest boxer graphics on the Super NES®

Extreme
ENTERTAINMENT GROUP

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TRICKS OF THE TRADE

SEND TIPS

If you've found a cool new trick, listen up! We're looking for the best of the best and we have the cash to back it up. Write your tips down and send them in pronto for 15 minutes of fame and a free video game cartridge! Check into the continuing saga of Trickman Terry for more details or get a doo doo hah in the chops.

WIN GAMES!

TRICKMAN NEEDS TIME TO SHOP!

Ah, the joys of the holidays. The Christmas trimmings, the carolers' singing, and Trickman going nuts over another hectic shopping season! Terry is making a list, and not just checking it twice, but over a million times because he keeps forgetting what he's doing! Ever since the busiest shopping day of the year hit, the Trickman has been going frantic with the increase in holiday trick pages and his shopping extravaganzas. The most wanted gifts on the Trickmeister's list are those awesome tricks, codes and tips from his loyal readers, so he can relax. Send your special trick presents to:

Tricks of the Trade, Sendai,
1920 Highland Ave, Suite 222,
Lombard, Illinois 60148.

If your tantalizing trick makes Terry rent a Santa Suit and deliver joy and happiness to the world, we'll get your name in print! Plus, you can be on Terry's Christmas list and receive a free game for the system* of your choice to put under your tree! Oh Boy!

Rules that we put in tiny print to keep our lawyers happy and cause eye strain...Sendai Publishing Group, Inc is not responsible for the submission of similar or identical tricks, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. * The allowable game systems are: NES, GameBoy, Genesis, Sega CD, Duo, Lynx, Game Gear, and Super NES. Void where prohibited by law.

Super Empire Strikes Back

Super NES	JVC

Sound Test, 7 Credits, Title Rotation

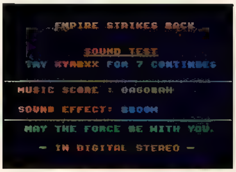
Get into any level and press and hold A, B, X, Y and DOWN. Then press START. You can access a Sound Test and more.

POWER TRIP

Here are a bunch of tricks that you can access by doing a Sound Test on this game! First, go into any level in the game. Take controller 1. Now, press and hold Y, B, X, A, DOWN. While still holding these, press START. You will access the Sound Test Screen. Change the music to what you like. Press START to go back to the level. Go back into the Sound Test again doing the trick, and you will see that the words under the SOUND TEST have changed. Repeat the trick for different messages. After doing this several times, the messages will reveal two codes. The first one will tell you to have title fun by putting in the code: Y, Y, Y, Y (You can rotate the Star Wars title and the text following it with the top L and R buttons). The other code tells you a 7 credits trick by pressing X, Y, A, B, X, X. Both of these must be done at the Title Screen, where the "Start Game," "Option Menu" and "Password" option come up. Turn the power off and then on to make the tricks work.

Hector Rodriguez; La Puente CA

Get into any stage in the game and do the trick with pad 1.



EMPIRE STRIKES BACK

SOUND TEST

TRY XYABXX FOR 7 CONTINUES

MUSIC SCORE : DAGOBAH

SOUND EFFECT: BBOOM

MAY THE FORCE BE WITH YOU.

– IN DIGITAL STEREO –

Do the trick multiple times to access even more tricks!

Street Fighter II: SCE

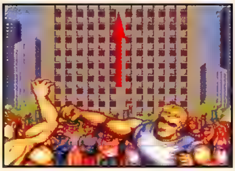
Genesis	Capcom

5 Stars in Champion Mode

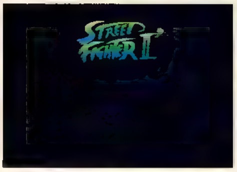
For a six-button controller, press DOWN, Z, UP, A, Y, B, C. For a three-button controller, press DOWN, C, UP, A, A, B, B, C.

POWER TRIP

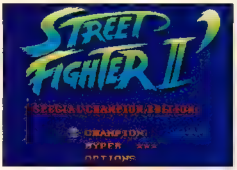
To get 5 stars in the Champion Mode of the game, do this trick. When the cinema of the fighters begins, and it scrolls up the building, wait until the screen fades and only the Street Fighter II words are showing. If you have a six-button controller, quickly press the buttons in this way: DOWN, Z, UP, X, A, Y, B, C. If you have a three-button controller, quickly do it this way: DOWN, C, UP, A, A, B, B, C. You'll hear Zangief's voice if you did it right. On the Title Screen, go to "Champion" and move RIGHT on the pad for 5 stars!



Wait for the opening cinema and the screen to scroll up.



When the screen fades out and only this is left, do the trick.



On the "Champion" option, move RIGHT for up to 5 stars!

Bugs Bunny
Birthday Blowout

Bugs Bunny
Crazy Castle 2

Uninvited

Shadowgate

Spy vs. Spy

Snoopy's Silly Sports

Snoopy's Magic Show

Superman

Bugs Bunny
Crazy Castle

The Super
Aquatic Games

Lagoon

Super Turrican

Legend

Troddlers

Pinkie

Super Turrican 2

Building On A Strong Foundation

In the world of video games, what you don't see is often more important than what you do see. Like the stability and financial strength that lies behind every game that bears a company's name.

We've been around a long time and have released our share of hit titles. With more big hits on the way. That's because we've always been very selective in choosing which games bear the Seika name. A matter of quality vs. quantity. So rest assured that whether our games deal with medieval adventures or futuristic super heroes, we'll be around to support it — Tomorrow.

SEIKA

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CHEAT SHEET

The Combatribes American Technos / Super NES

Extra Credits

This trick will give you ten credits instead of the usual three. On controller 2, press and hold buttons X, A, and L; then Reset the game. When the Title Screen comes up, release the buttons, select the one-player or two-player game and you will have ten credits. This will be a great help in the game.

One Round Match

The VS. Mode of The Combatribes is a best of three match. With this trick, you will be able to have a one round match. On controller 2, press and hold buttons A and B, then Reset the game. Release the buttons when the Title Screen appears and you will have one round matches.

Victor Truong
Ontario, CAN.

The Combatribes American Technos / Super NES

30 Credits

To get an incredible 30 credits in this game, just follow the method to do this trick. Choose any character for a one-player game. Let yourself be killed by the enemies. When the "Game Over" screen appears, hold buttons L, R, and SELECT on controller 2 until the Title Screen appears. Now, use controller 1 and go to the Options Screen and you will have 30 credits!

Brian Leung
Vancouver, CAN.

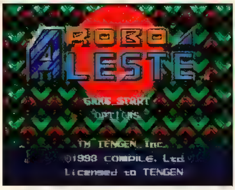
Robo Aleste

Sega CD | **Tengen**

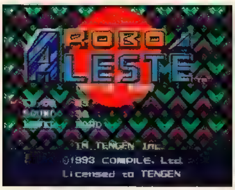
Stage Select

In the Options, set the Sound to 3A, Level to HARD and CD-DA to whatever stage you want to play. Now, press B and START.

Go to the Option Mode from the Title Screen. In this mode, Set the Sound to 3A, the Level to HARD, and the CD-DA number to the stage of your choice. Now, press the B button and the START button at the same time. You will now see a Continue option on the Title Screen. Choose this option to go to your selected stage.


ROBO ALESTE
GAME START
OPTIONS
TM TENGEN Inc.
©1993 COMPILE. Ltd
Licensed to TENGEN

At the Title Screen, go to the Options selection and START.


ROBO ALESTE
SOUND
LEVEL HARD
TM TENGEN Inc.
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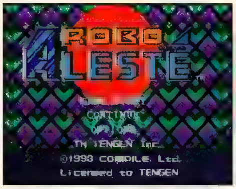
Set the Sound to 3A, Level to HARD and CD-DA to the stage.


ROBO ALESTE
CONTINUE
OPTIONS
TM TENGEN Inc.
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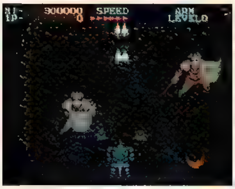
When you see the Continue option, move and choose it.


300000
SPEED
ARM LEVEL0

You will begin on the stage that you chose in the options.

Run Saber

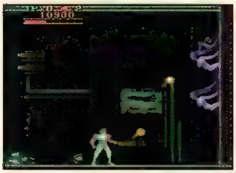
Super NES | **Atlus**

Character Color Change

At any time, press START to pause the action. Now press the SELECT button over and over to cycle through colors.

In Run Saber for the Super NES there is a character color change code. To do this, go into the game and play as normal. At any time, pause the action. Now, press the SELECT button and you will see your character's color change. Press SELECT over and over for more colors.

Thanh Nguyen; Lynn Haven, FL



Pause and press the SELECT button many times for colors.

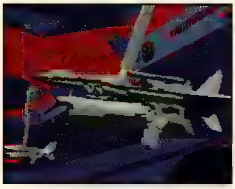
Silpheed

Sega CD | **Sega**

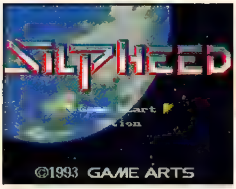
Replenish Shield

At the opening cinema, take controller 1 and press RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP and START.

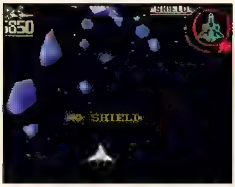
During the opening cinema of the game, take pad 1 and press these buttons in this order: RIGHT, LEFT, A, RIGHT, UP, C, B, DOWN, LEFT, B, A, UP, and START. Start your game and play as normal. When your shield is low, take pad 2 and press button A many times. This will replenish your shield.



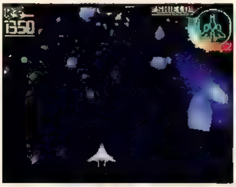
During the opening cinema, do the trick with controller 1.


SILPHEED
Game Start
Option
©1993 GAME ARTS

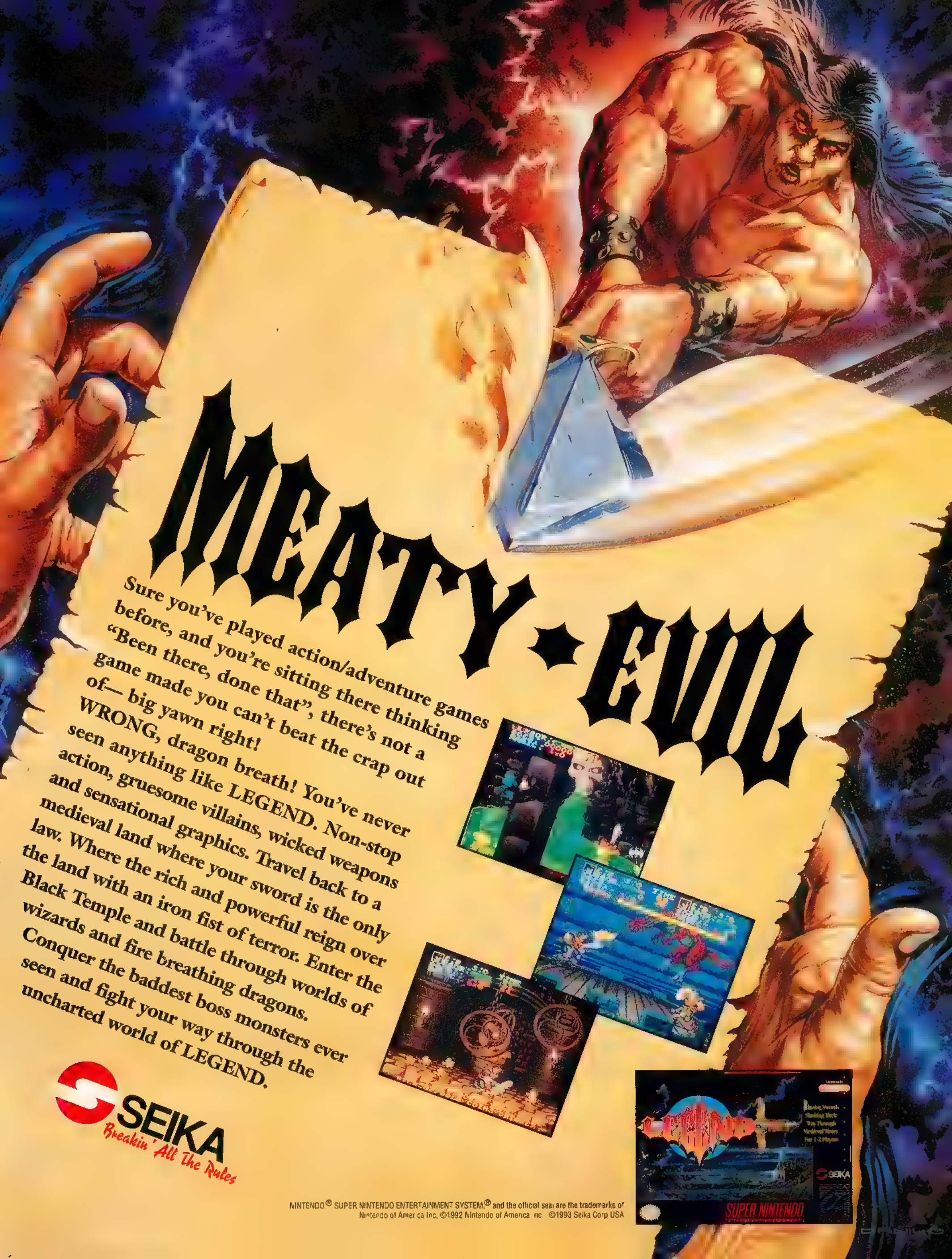
Start your game from the Title Screen as normally done.


1850
SHIELD
SHIELD

Your ship will eventually be hit multiple times by enemies.


1350
SHIELD

Press the A button on pad 2 to replenish your shield bars.



MEATY • EVIL

Sure you've played action/adventure games before, and you're sitting there thinking "Been there, done that", there's not a game made you can't beat the crap out of— big yawn right!

WRONG, dragon breath! You've never seen anything like LEGEND. Non-stop action, gruesome villains, wicked weapons and sensational graphics. Travel back to a medieval land where your sword is the only law. Where the rich and powerful reign over the land with an iron fist of terror. Enter the Black Temple and battle through worlds of wizards and fire breathing dragons. Conquer the baddest boss monsters ever seen and fight your way through the uncharted world of LEGEND.

SEIKA
Breakin' All The Rules

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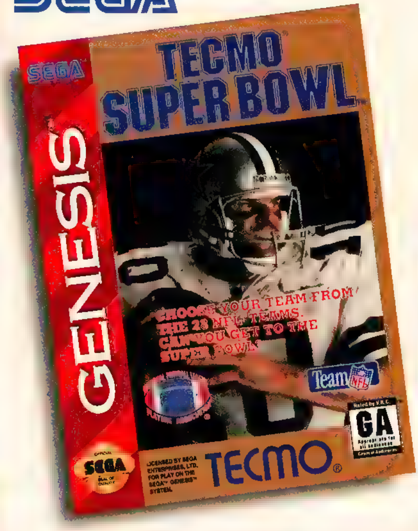
TECMO® SPORTS™

SEGA™


SEGA
GENESIS
TECMO SUPER BOWL
CHOOSE YOUR TEAM FROM THE 28 NFL TEAMS. CAN YOU GET TO THE SUPER BOWL?
Team NFL
GA
SEGA
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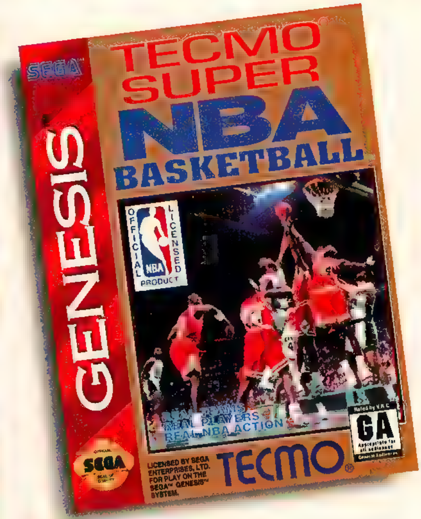
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TECMO® SPORTS™

TECMO® 16 Bit SPORTS™

CHEAT SHEET

GAME GENIE

Mortal Kombat Arena / Game Gear

Game Genie Codes

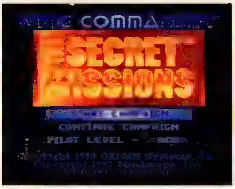
063-7B4-C4E - Each round is 69 seconds.
023-7B4-C4E - Each round is 29 seconds.
00B-40C-3BE - Infinite time.
004-2D6-19E - Infinite credits.
DEB-9F6-5D3 - Blood
003-48B-F79 - Player 1 is invincible.
240-BFD-C4B - Player 1 starts with 1/2 health.
240-C5D-C4B - Player 2 usually starts with 1/2 health.
20B-06F-F7A - Punches do more damage.
2CB-26F-C42 - Most kicks do more damage.
30B-86F-C42 - Foot sweeps do more damage.
30B-2EF-D5A - Flying punches do more damage.
33B-56F-A2E - Uppercuts do more damage.
2AF-237-D5A - Throws do more damage.
2BB-76F-F7A - Sonya's Leg Grab does more damage.
2BB-66F-F7A - Scorpion's Harpoon does more damage.
2BB-6EF-F7A - Rayden's Flying Thunderbolt does more damage.
2BB-4EF-D56 - Johnny Cage's Shadow Kick does more damage.
37B-36F-D52 - Some other special moves do more damage.

Wing Commander: The Secret Missions

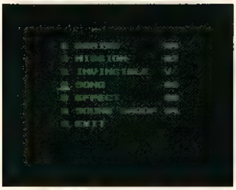
Super NES | **Mindscape**

Secret Options Menu

At the Title Screen, take controller 2 and press these buttons simultaneously: L button, R button, SELECT and START.


COMMA
SECRET MISSIONS
CONTINUE CAMPAIGN
PILOT LEVEL
Copyright 1990 ORIGIN Systems, Inc.
Copyright 1993 Mindscape, Inc.

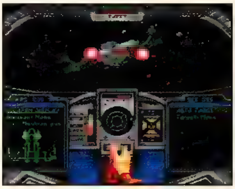
Go to the Title Screen and then do the trick with controller 2.


INVINCIBLE
SONG
EXIT

You will then see this screen with tons of options in it.

Now there is a way to get to a special options screen that will allow you to do a load of incredible things for this game. Here is how to do it: When you reach the Title Screen, take controller 2 and press these buttons all at the same time: top L button, top R button, SELECT and START. The music will fade out if you did this correctly. You will then see a screen that will allow you to choose your series, mission, invincibility on or off, song, sound effects, sound group and exit the screen. When you choose your options, exit and you will be able to enter your name. you will then be able to start on the mission you chose with invincibility!

Omar Khan; Lutz, FL



Choose any mission and invincibility to rock this game!

The Combatribes

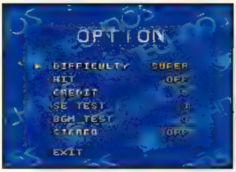
Super NES | **American Technos**

Super Hard Difficulty

For a Super difficulty level, take controller 2 and hold A, B, L button and R button. Release them at the Title Screen.

Here is a trick that will give you a Super difficulty. On controller 2, hold A, B, the top L button and the top R button. While holding these, Reset the game. Release the buttons when the Title Screen appears and enter the options for access to Super Mode.

Victor Truong
Ontario, CAN


OPTION
DIFFICULTY SUPER
HIT OFF
CREDIT
SE TEST
BGM TEST
STEREO OFF
EXIT

Do the code and enter the Options Screen for Super Hard.

Rock 'N' Roll Racing

Super NES | **Interplay**

Play as Olaf the Viking

At the Select Hero Screen, hold the top L, R and SELECT buttons and scroll through the characters until Olaf appears.

Rock N' Roll RACING
NEW GAME
PASSWORD
VS. MODE

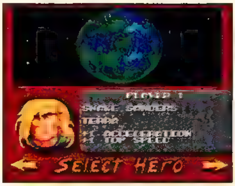
Choose a New Game from the Title Screen and press START.

Rock N' Roll RACING
1 PLAYER
2 PLAYER

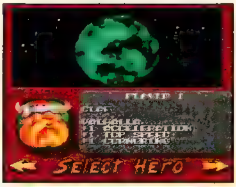
Choose your number of players from this screen.

Now you can play as Olaf the Viking! To get him as your driver, start a new game and go to the Select Hero Screen. Press and hold the top L, R and SELECT buttons simultaneously. While holding these, scroll through the players until Olaf appears!

George Stanley; Las Vegas, NV


PLAYER 1
SNAKE SANDERS
TERRA
ACCELERATION
TOP SPEED
SELECT HERO

Now you will be able to pick your hero. Do the trick here.


PLAYER 1
OLAF
VALHALLA
ACCELERATION
TOP SPEED
CORNERING
SELECT HERO

If you did it right, you will be able to access Olaf as a player!

WIN! The Ultimate Gaming Rig!!

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SCORE 00019601
SUPER NINTENDO
SUPER SET
SUPER NINTENDO
SEGA
MENACER
POWER CLUTCH
POWER CLUTCH

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play any 16-bit game you want with this line-up: Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and Panasonic 3DO (not shown). Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally!)!! You'll not only see but feel it too!

We're talkin' **GAMING HEAVEN!**

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

				S	___
		E			___
E	N	T	R	Y	W
	T				___
				M	___

MYSTERY WORD

WORD LIST and LETTER CODE chart

ENTRY .....W	CHASE.....G	WINGS .....P	STORM .....E
MAJOR ....H	MICRO .....M	DREAM .....R	NINJA.......B
METER ......F	QUEST .....O	TURBO ......T	RULER.......S
RANGE ....A	TOWER .....J	FLINT........U	HEAVY ......Z

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

Yes! ENTER ME TODAY, HERE'S MY ENTREE FEE:

☐ ($3.00) Video Game Contest
☐ ($3.00) Media Rig Contest
☐ ($5.00) SPECIAL! Enter Both (SAVE $1.00)

Name ____________________

Address ____________________

City ________ **State** ____ **Zip** ____

CLIP AND MAIL

☞ **SEND CASH, M.O., OR CHECK TO:**
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MINNEAPOLIS, MN 55426-0247

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CHEAT SHEET

Lethal Enforcers
Konami / Sega CD
Tip for Defeating Bosses

There is a simple way to defeat the end of level Bosses in Lethal Enforcers for the Sega CD. Simply aim at the Boss's weapon for an easy victory. This still damages him, but makes it difficult for him to get off a shot. For example, the Level 1 Boss fires a shoulder rocket launcher, so just shoot at the launcher. The Level 2 Boss throws knives, so aim at his hands, and so on. Keep your aim steady and reload quickly. You'll be able to dust 'em off in a hurry.

Mike Croteau
Syracuse, NY

Super Widget
Atlus / Super NES
Level Passwords

Here are great level passwords for this game.

LEVEL 02: JHKKWR
LEVEL 03: WKKJWW
LEVEL 04: JKRLWR
LEVEL 05: RBKKWW
LEVEL 06: JBKHRR
LEVEL 07: WJRMWH
LEVEL 08: JJRSWH
LEVEL 09: RSRMWH
LEVEL 10: JSKHHH
LEVEL 11: RLKBHH
LEVEL 12: JLLSFH

Special Code

This is a special code for Super Widget that lets you play on various special levels of the game. Each level that you can choose from increases in difficulty and you must use your transforming skills to the fullest to get through them. The password is:

KHHRSJ

Robert McClanahan; Oklahoma, OK

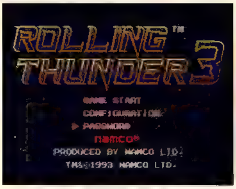
Rolling Thunder 3

Genesis	Namco

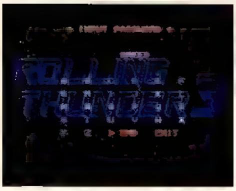
Play as Ellen

Go to the Password Screen and enter the code: GREED. You may now play as Ellen; the heroine in the game.

POWER TRIP



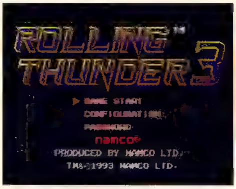
When you are at the Title Screen, choose "Password."



On the Password Screen, enter this new code: GREED.

This code will allow you to play as the heroine, Ellen, in this awesome game. At the Title Screen, access the Password option. When you are on the Password Screen, put in the code, GREED. Go back to the Title Screen and choose, Game Start. You may now play as Ellen!

Christopher Friedberg
Bensalem, PA



Back at the Title Screen, choose the Game Start option.

Now, when you start your game, you will play as Ellen!

Rock 'N' Roll Racing

Super NES	Interplay

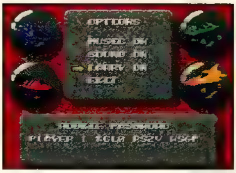
The Larry Sound Test

Access the Options Screen and make sure that Larry is on. Press the top L or R buttons to make him say different things.

POWER TRIP

Access the Options Screen after you pick your character and car to drive. Move the blinking cursor to the option that says, "Larry On." Now, take the top L button or R button and press either one multiple times for Larry to make statements from the game.

Brandon Ferguson
Frankfort, IN



Turn Larry on. Press the top L or R buttons for a voice test.

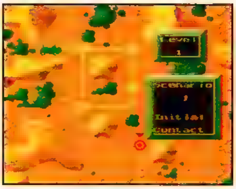
Super Conflict

Super NES	Vic Tokai

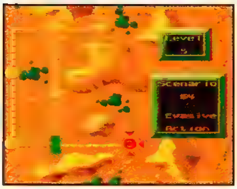
Stage Select

From the map, hold B and L. Also hold X and Y. Still holding B, L and Y, release X and then press it again.

POWER TRIP



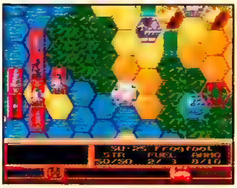
Start a one-player game. Get to this Level and Scenario map.



Do the "thumb busting" code here to select more levels.

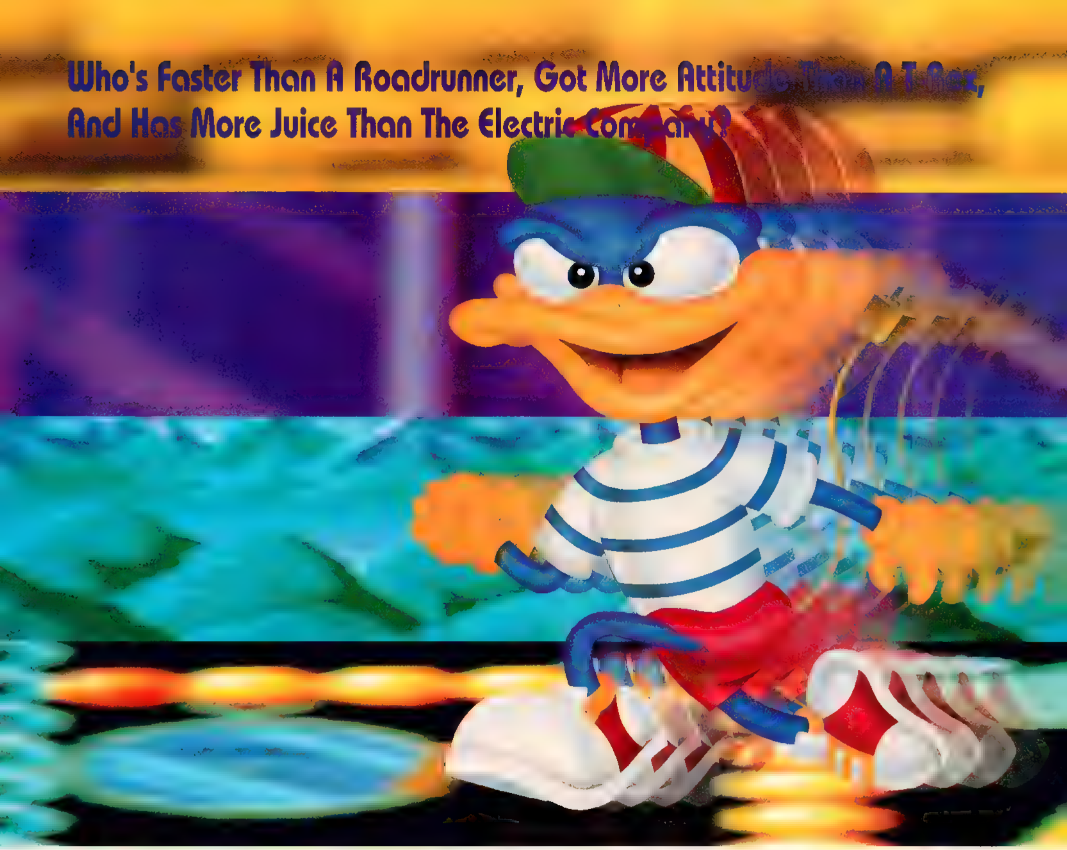
This trick will let you select your starting level in the game. Start a one-player game. Get to the Level and Scenario map with the Jeep. From any position on the screen, press and hold button B and the top L button simultaneously. Then press and hold X and Y. Now, release X (still holding B, L and Y) and then press it again. Release all of the buttons. Now, every time you press buttons B and L together, the next area of play on the map will open up. This will allow you to play any stage in the game without going through the previous battles.

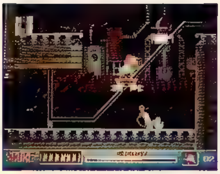
David Baker
Danville, VA

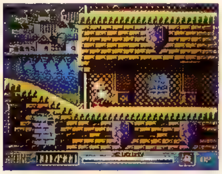


Play any scenario and level you want with this code.

Who's Faster Than A Roadrunner, Got More Attitude Than A T-Rex, And Has More Juice Than The Electric Company?







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CHEAT SHEET

Super Baseball 2020 Tradewest / Super NES

Last Game Code

Here is a great code for Super Baseball 2020. This code will give you the last game of the Tropical Girls:
6A87BBC439E7

Wallace Hui
San Francisco, CA

Super Strike Eagle Microprose / Super NES

Bonus Secret Mission

Enter the code: G6CH4228 to find an extremely difficult hidden mission in Super Strike Eagle. You will begin with a score of over 2,000,000 points, which gives you access to all of the AAMs and AGMs in the game.

Danny Astour
Montreal, CAN

Wayne's World THQ / Super NES

Turn Off the Music

If you're sick and tired of the music, but like hearing "Schwing," and "Excellent," then turn off the music by pushing the START button on controller 1. This will pause the game play. Then push START on controller 2 and it will unpause the game with no music at all; just sound effects. Do you want the music back on? If you do, just pause the game, and push START on controller 2 again. The music will be back again for your enjoyment!

Seth Hammelev
Coeur D' Alene, ID

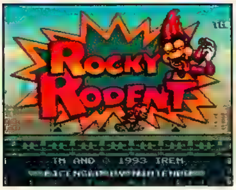
Rocky Rodent

Super NES	Irem

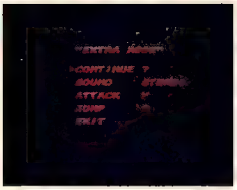
Infinite Continues

While Rocky runs across the Title Screen, punch in this code: Y, A, R, A, B, A. You will see a new Options Screen.

This code will give Rocky Rodent unlimited continues. You must do this code quickly. Timing is critical. At the Title Screen, press START. While Rocky runs across the screen, put in this code as fast as you can: Y, A, R button, A, B, A. You will see a new Options Screen. Put the cursor on Continues and make it a "?" for unlimited!

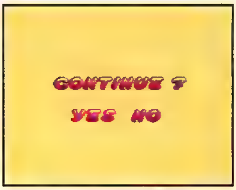


When Rocky runs across the screen, quickly do the code.



You will access this secret "Extra Mode" option screen.

Don't worry about dying if you have infinite continues.



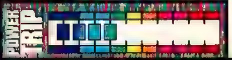
Choose the "?" after the continue; you'll have infinite!

Super Conflict

Super NES	Vic Tokai

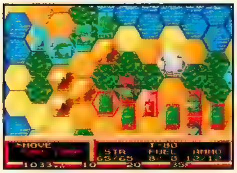
Computer vs. Computer

Place the jeep on an unfinished area. Press and hold SELECT. Then press the X button. The computer battle begins.



The computer vs. computer battle is simple to do. Just put the jeep (on the map) on any unfinished area. Now, press and hold SELECT. Now press the X button. A computer vs. computer battle will begin. Several numbers will appear at the bottom of the screen referring to stage and level.

David Baker; Danville, VA



By doing this trick, you can watch the computer battles!

Super Empire Strikes Back

Super NES	JVC

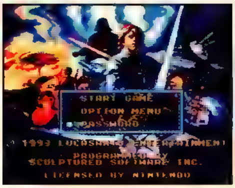
Many Passwords

At the Title Screen, choose the Password option and press START. Enter your chosen code on the Password Screen.

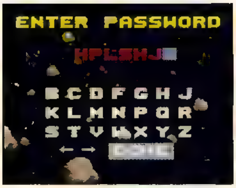
Here are some decent level passwords for this game. These codes will take you through most of the levels (though not all), and even get you to Darth Vader! To access these level codes, go to the Title Screen, move down to the Password option and press START. Enter:

01. SSFJNP
02. JRGRTD
03. MDBNMR
04. HDPPLL
05. WWBGHF
06. PGBNBH
07. TNPSPL
08. SHRBLW
09. LNGPNN
10. FSFMSR
11. HPLSHJ

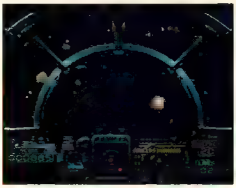
Hector Rodriguez; La Puente CA



Move down to the Password option on the Title Screen.



Enter your password on this screen and choose "Done."



Jump to levels ranging from cockpit shooters to Vader!

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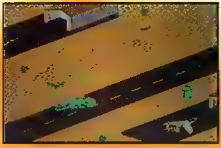

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CHEAT SHEET

Mortal Kombat
Acclaim / Super NES

Silver Goro Trick

When you come to Endurance 3 in Mortal Kombat, make sure you are using Rayden. When it is time to finish your opponent, use Rayden's finishing move. After you defeat Endurance 3, a messed up Goro will jump onto the screen and he will look metallic. He will stay that way only for Round 1. He will be the normal color for the second round.

Richard Thomas
Cleveland, Ohio

Mortal Kombat
Acclaim / Super NES

Program Moves

In Mortal Kombat for the Super NES, there is a way to (kind of) program moves for the characters. When you are fighting in the first round, just before you defeat your opponent, perform the special move you would like to use for the whole next round (use a special move that uses one button). It's the last button you press to make the trick.

For example, you are Liu Kang and your opponent has a little bit of energy left. So, you decide to throw a fireball at him to defeat him. Now, in Round 2, wait for the word, "Fight" to be completely off the screen and then press High Punch. Liu Kang will then throw a fireball with no effort. This programming trick works for some characters. If you do any other move, you will relieve the Program Mode.

John Speerbrecker
Lanesville, IN

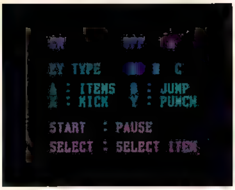
The First Samurai

Super NES | **Kemco**

Stage Select

Press and hold the L button, R button, X and A together. The doors will slide shut. Before they do, press a pad direction.

POWER TRIP

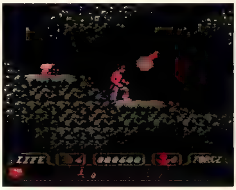


At the Options Screen, do the trick before the doors shut.

If you did the code right, you will start in your chosen stage.

If this game seems to get a little too difficult for you, this level select should help you go beyond the stages that you are having trouble with. Go to the Options Screen and press and hold these buttons simultaneously: L button, R button, X and A. The two doors will start to shut. Before they close, make sure you are still holding the previous buttons and press one of these directions for access to different stages: RIGHT : Stage 1-2, DOWN: Stage 2-1, LEFT: Stage 2-2, and UP: Stage 3-1. You will be able to begin in the stage of your choice with this rather complex trick.

Charlie Brewer
Memphis, TN



Many new stages await the challenge of the First Samurai!

General Chaos

Genesis | **Electronic Arts**

Win By Chucking

Take a chucker and throw a grenade. Pause the game and the grenade will keep going and hit your opponent.

POWER TRIP

In General Chaos, choose a team with a "chucker." In the game, have the chucker toss one of his grenades. While it is in the air, press START to pause. The grenade will keep going and land on someone, because they froze. Destroy the other team like this.

Christopher Chan
Elmhurst, NY

PRESS START

By chucking and pausing the game, you can eliminate them!

Rock 'N' Roll Racing

Super NES | **Interplay**

Get To Planet Inferno Instantly

When choosing your planet, hold L, R and SELECT. You will now get the option of choosing planet Inferno.

POWER TRIP

Rock N' Roll Racing

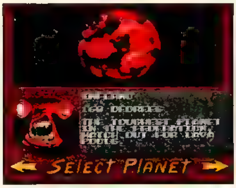
At the Title Screen, go to VS. Mode and press START.

CHANGE PLANETS

When you get to this screen go to change your planet.

To immediately select the planet Inferno, just do this rather simple trick. At the Title Screen, choose VS. Mode. When you get to choose your planet, press and hold the top L and R button and SELECT. When you scroll through the planets, you can select Inferno.

George Stanley; Las Vegas NV

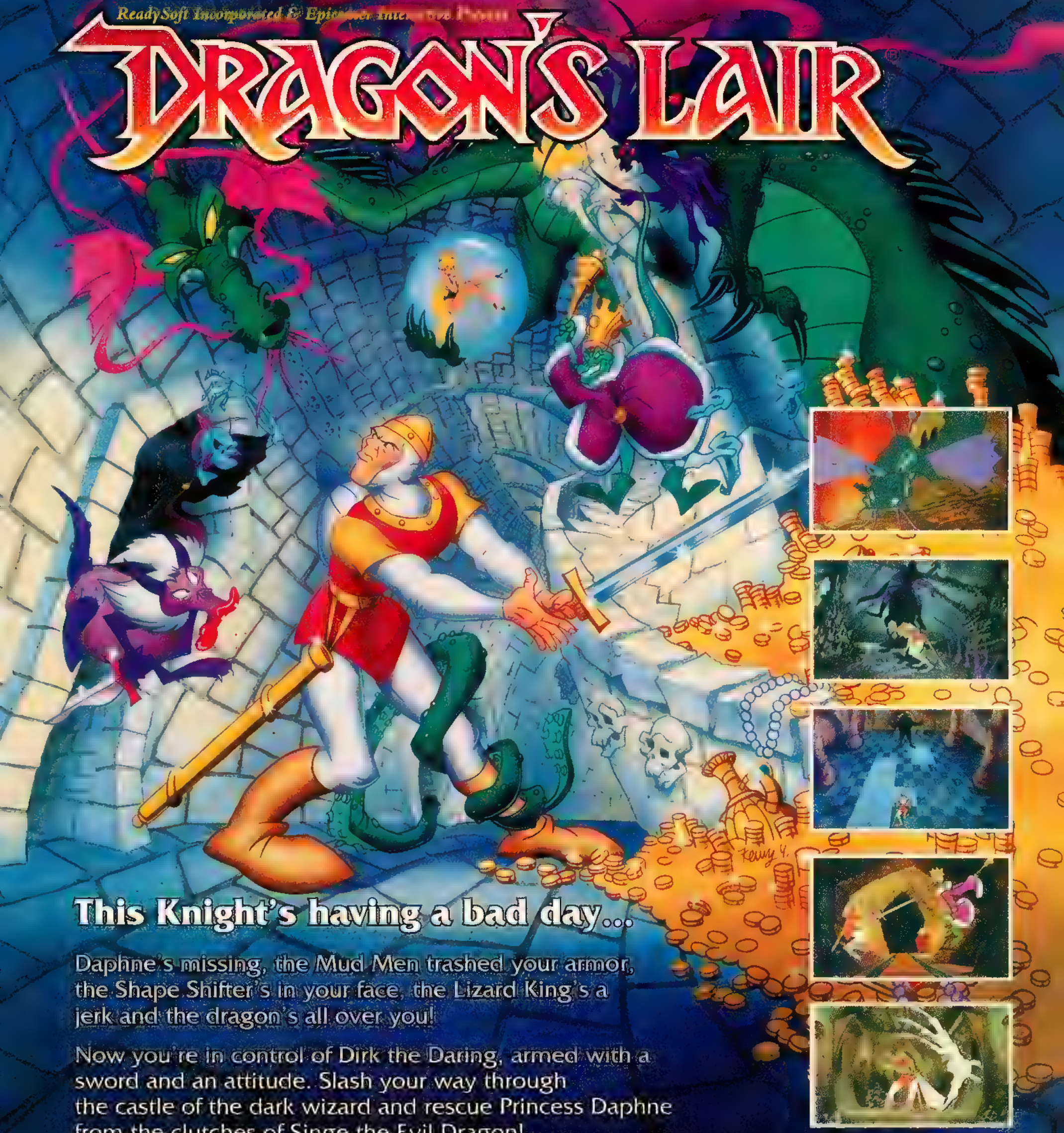


Hold, L, R and SELECT while scrolling to find planet Inferno!

This planet is hot stuff! Watch out for your opponents.

ReadySoft Incorporated & Epicenter Interactive Present

DRAGON'S LAIR®



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CHEAT SHEET

Street Fighter II: Special Champion Edition

Capcom / Genesis

Key Configuration

To configure your buttons in this game without using the Options, do this easy trick. Go to the Character Selection Screen and pick your characters in a one- or two-player game. After you choose your characters, press and hold the START button. Once you choose or fly to your stage, the Configuration Screen will appear. You may now designate your button moves on the three- or six-button pad.

Rock 'N' Roll Racing

Super NES | **Interplay**

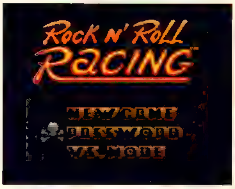
Race Passwords

Choose "Password" from the Title Screen. Enter these passwords to race on any planet in the Warrior difficulty.

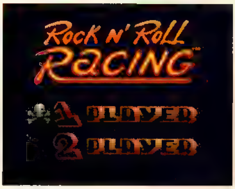
POWER TRIP

CHEM VI:
Division B -
XB48 RSFW 0S6M
Division A -
5CR8 RLCW 0S6S
DRAKONIS:
Division B -
RKBR !8F5 SWJ!
Division A -
HZLR 1MC5 SWJ!
BOGMIRE:
Division B -
RNDQ MQFD SWJ!
Division A -
GBJQ 7SCD SWJ!
NEW MOJAVE:
Division B -
R1LQ 2MFN SWJ!
Division A -
DHQT S6CN SWJ!
NHO:
Division B -
MFBR R8DX SWJ!
Division A -
VQY8 !RBV 5TJ!
INFERNO:
Division B -
48F8 20D3 5TJ!
Division A -
XBF7 MHB3 5TJ!

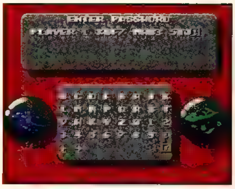
Mark Sitjar
Vallejo, CA



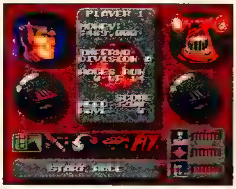
When you are at the Title Screen, choose "Password."



Choose your number of players before you begin.



Enter the password of your choice to race on any planet.



You will start with a set amount of money and a specific car.

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Revell CD

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CHEAT SHEET

MOST WANTED TRICK

Now, Mortal Kombat II comes into play as the game of choice for the Most Wanted Trick (we should call this section Most Wanted Kombat Trick). In any case, this hot new fighting game is already in many arcades and it's taking off like a streamlined jet. The fatalities in the new version are incredible and there is more than one fatality per character! The question lies therein...how do you do each character's fatalities? Anyone who has played the game for any length of time will know at least one of the fatalities for a certain character. Do you know of any fatalities for Mortal Kombat II? Any information on this will be greatly appreciated. If you send in the methods for any fatalities (no bogus letters please), and they're good enough to make it, you'll get your name in print and a game for your system of choice, from the magazine of choice, EGM!

WINS
37
WINS

There are great moves in this game. Find the fatalities!

Ranger-X

Genesis | **Sega**

Slow Motion

Pause the game. Press UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT. The music will start up again. Now press A.

POWER TRIP

In the level, pause the game and do the trick with pad 1.

Any movement will make the game move in slow motion!

Stephan Broughton
Barnstead, NH

Now there is a way to go through the game in slow motion for this intense shooter. You must first pause the game in the middle of any level. Now, press these buttons in this exact order with the first controller: UP, DOWN, UP, DOWN, UP, DOWN, C, B, A, RIGHT, LEFT. At this point, the music will begin again. Now press the A button. All of the action on the screen will be moving at a slow motion speed when you move the control pad or press a fire button. All of the sound effects and music will be intact. Any time you want to get back to the normal way of playing the game, just press the START button. You can do the trick as many times as you want for any level.

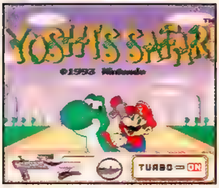
Yoshi's Safari

Super NES | **Nintendo**

New Quest

Take controller 1 and press and hold L, R, X, Y, and START simultaneously on the Title Screen.

POWER TRIP



If the color changed from blue to purple, it worked.

If you have beaten Yoshi's Safari, you will find out a code for a new quest in the game. Here it is. At the Title Screen, take controller 1 and press and hold the top L button, the top R button, X, Y, and START simultaneously. If the background has changed from blue to purple, you'll know the trick worked. Now, the Princess will tell you of another quest that she would like you to complete. Mario's work is never done!

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EIGHT BALL
POCKET 3
PLAYER 2
Billiard Congress of America
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F1
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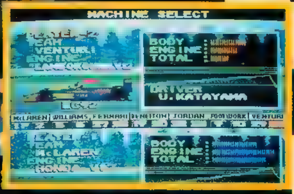
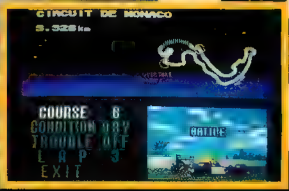
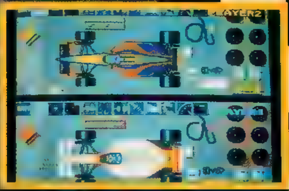

MACHINE SELECT
TEAM
VENTURI
ENGINE
BODY
ENGINE
TOTAL
DRIVER
U. KATAYAMA
McLAREN
WILLIAMS
FERRARI
BENETTON
JORDAN
FOOTWORK
VENTURI
TEAM
McLAREN
ENGINE
HONDA
BODY
ENGINE
TOTAL

Choose your car and driver for the perfect race.


CIRCUIT DE MONACO
3.328 km

COURSE 6
CONDITION DRY
TROUBLE OFF
LAP 3
EXIT

The famous track at Monaco has many chicanes and a tunnel shown here by the dotted lines.



Customize your cars features to accommodate course conditions.

PLAYER 2
PLAYER 1

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OUTSTANDING! So what are you waiting for? Get in the driver's seat with F-1 Pole Position for the SNES...NOW! ELECTRONIC GAMING MONTHLY

NEXT WAVE

21 GAMES PREVIEWED!!!

Gaia Fantasy, Night Trap 3DO, Brutal, Rocko's Modern Life, PGA 3DO, Eek the Cat, Mighty Max, Addams Family Values, Tip Off, Super Wing Commander, Escape From Monster Manor, Turn & Burn, Riddick Bowe Boxing, Jammit, Shockwave, The Incredible Hulk, Skitchin, Kirby's Pinball Land, Metal Comat-Falcon's Revenge, Stanley Cup, James Pond 3

NEW SOFT NEWS

Some hot happenings are goin' on. A whole bunch of cool games are coming out, and a lot more are in development or under production.

The company Sunsoft has announced Kung Fu—The Legend Continues. That cart is based on the show of the same name. Another game is The Death of Superman. You will be able to select from three of the "Supermen": Superboy, the Eradicator and Steel. It's based on the monumental comic series, and is just as action-packed. And the really big news is Zero the Kamikaze Squirrel, a sort of follow-up to their cart Aero the Acro•Bat.

Who Shot Johnny Rock? is on its way to the 3DO from the people who brought you Mad Dog McCree: American Laser Games.

As usual this year, the companies are being rather hush hush about a lot of their projects. What, with CES coming up (Oh joy oh joy! I can't wait!) everyone is holding all their big surprises till the show.

Wait till you see what I've got for you next time. By then, the Las Vegas show will be over.

Enix

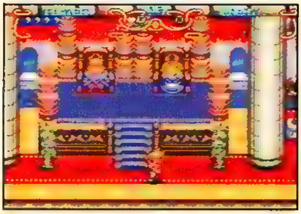
Gaia Fantasy*

Super NES | **Action/RPG**

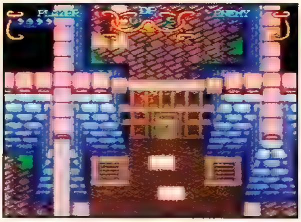
Surprisingly, Enix is going to be releasing their action RPG Gaia Fantasy in the States. The hero, Tem, is a young boy who must use all his fighting skills, ESP, and wits to overcome a forbidding force of evil that is taking over the world. Unlike typical RPGs, Tem can only level up by defeating all the enemies on a map and collecting magical orbs left by the defeated monsters. In spots, he is transformed into other beings such as a powerful knight to get past certain obstacles. Like The Legend of Zelda, Gaia Fantasy requires you to solve certain riddles and puzzles.

The story is really intriguing. Tem lives in a small village with his grandparents who took him in after his father disappeared on a treasure hunting expedition ordered by the king. One day he is summoned by the King. On that day the King orders him to return the treasures that he does not even have. When Tem explains his situation, he is cast into a dark dungeon cell. While despairing over his plight, Tem is visited by his Father's spirit that tells him to go around the world's ancient monuments and seek out mystery dolls. When the spirits disappear, Tem is visited by the Princess who sets him free on a promise that he must take her with him. She suspects something is wrong with the King, but doesn't know what's wrong with him. And thus begins a long and inspiring journey to all points of the globe.

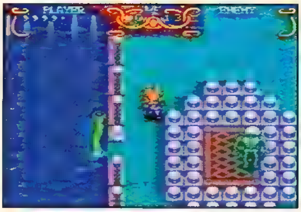
Gaia Fantasy is a really intense RPG. The action elements are a lot of fun, too. If you like games like Zelda, you'll love this one.



The King has something wrong with him. He seems possessed.



Alas, you have been tossed into a dark and gloomy jail cell.

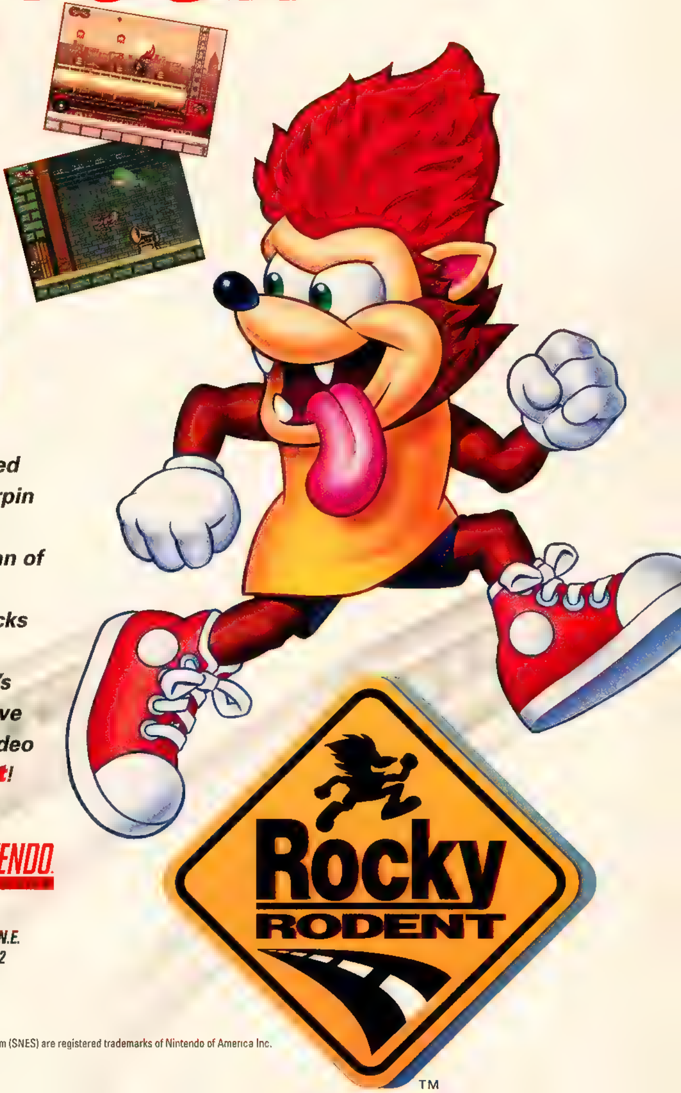


The action sequences are really intense with attacks coming from everywhere.

GO HAIRWIRE WITH YOUR SNES

Rocky
RODENT
irem

He's quicker than a greased hairball. Tighter than a hairpin turn. He's got hair with an attitude. And the fastest can of hairspray in the west. He's trouble in the fast lane. Tricks in a can. Cars, trucks and uncool dudes pull over. He's good road—from Irem. Move hair fast to your nearest video store for **Rocky Rodent**!



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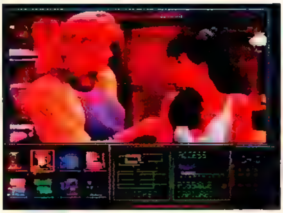
Digital Pictures

Night Trap

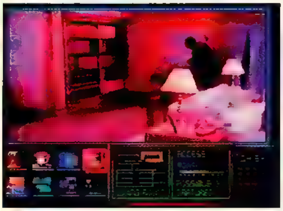
3DO | **Action**

Night Trap is considered one of the best Sega CD games, not to mention one of the most controversial games around the world. It features full-motion video that was interactive. The plot was cool, and it featured vampire-like beings called Augs which drained the blood from hapless girls. The player had to catch these evil beings with a number of deadly traps.

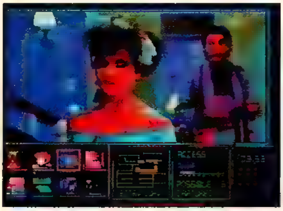
The new 3DO version is a great improvement over the Sega CD version. Are you good enough to stop all the Augs and save the girls?



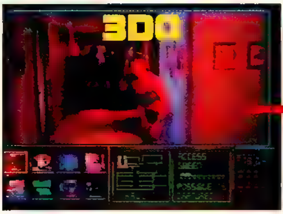
This nice lady is seeing if that girl is ripe enough for her tastes.



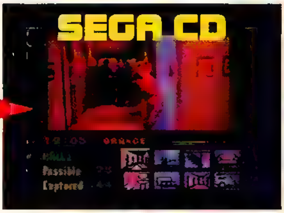
The Aug breaks in, hoping to catch a little late night snack.



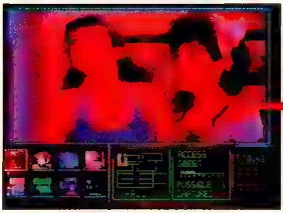
The people at the manor are quite strange. Some may be killers...



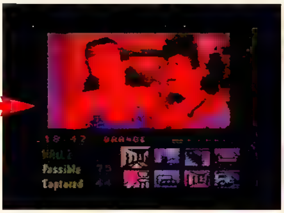
The poor girl is about to be captured by the Augs! Better trap 'em.



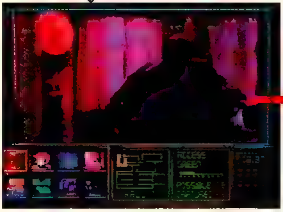
If you look carefully, you'll see that the video screen is smaller.



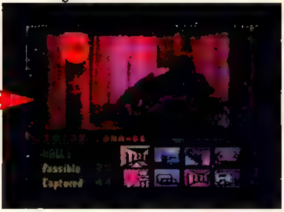
The control panel has a high-tech look to it.



The Sega CD version shows its age and color limitations.



The Augs are still as terrifying as they were before on the Sega CD.



Night Trap is still considered one of the best Sega CD games around.

NIGHT TRAP
DARE TO COMPARE: 3DO VS. SEGA CD

Take one look at the pictures above, and you'll see how much better 32-Bit looks. The 3DO version has a much bigger screen, and the setup is a little different. The full-motion video isn't as pixelized either. So the clear cut winner definitely is the 3DO. How about a Sewer Shark?

JVC

SUPER STAR WARS

Heroic Battles in a Galaxy Far, Far Away

Cruise through Tatooine in Luke's landspeeder

Battle new alien forms

Get ready to attack the Empire

Take one Corellian smuggler, a kidnapped princess, a clod-kicker from Tatooine and the last of the Jedi Knights and you have the Empire's worst nightmare —a new hope for freedom. Join Luke Skywalker, Han Solo and Chewbacca on the greatest adventure the galaxy has to offer —Super Star Wars.

Blast your way through Jawa territory and into a bar room brawl at Mos Eisley Spaceport. Evade lethal storm troopers tenacious alien forms, and and challenge the Lord of the Dark Side himself, Darth Vader.

All this, plus the incredibly intense 3-D graphics, music and sound effects that you would expect on the Super NES and demand from the people who brought you this classic movie saga So grab your blaster, strap on your light saber and take on the Evil Empire in your quest for galactic freedom!

LICENSED BY Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

LUCAS Arts

Electronic Arts

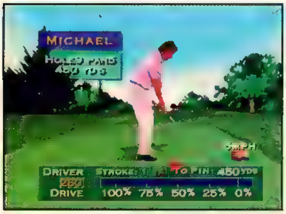
PGA 3DO

3DO | **Sports**

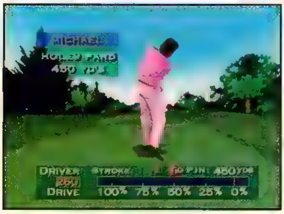
The ultimate golf game is reaching the 3DO with unbelievable graphics and animation. It's just like the real thing, except without the enormous fees and the exercise.

Tackle 18 holes of pure golfing ecstacy, and suffer such horrible hazards as sand traps and water holes.

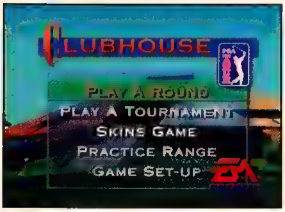
With Electronic Arts, the folks who have mastered the sports market, behind it, you can be assured that this game will be a realistic, yet playable simulation of golf.



Measure your shot, check the wind and prepare to swing.



Follow through with the swing, and hope it lands on the green.



Lots of options let you experiment for a more enjoyable game.

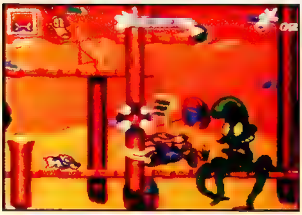
Viacom New Media

Rocko's Modern Life

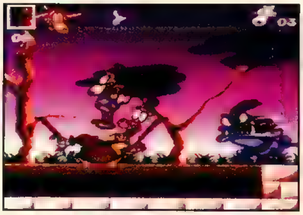
Super NES | **Puzzle**

Based on Nickelodeon's new hit animated series, Rocko, comes Rocko's Modern Life: Spunky's Dangerous Day. This game is targeted at kids 6-14 with a special emphasis on puzzle solving. You must control Rocko, a wallaby, who must keep his lovable, but not so smart dog, Spunky safe.

This game is great for the kids, but older players may like its challenge as well. The graphics and bizarre scenes are directly from the popular series on Nickelodeon. This, by the way, is Viacom New Media's first entry in the video game market. It looks to be a good one. It sort of makes you wonder what other Nickelodeon shows will be translated onto video game format. Rocko seems to be a good start.



You'll face some weird squids and other really nasty sea creatures.



That wacky wallaby uses his friend Heffer as a trampoline to save Spunky.

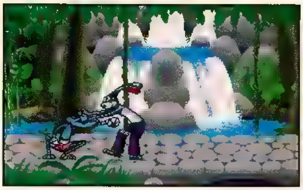
GameTek

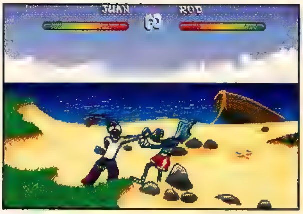
Brutal

Sega CD | **Fighting**

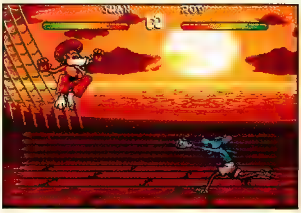
An unusual fighting game is making its way to the Sega CD (and Genesis later on.) It's called Brutal and it takes cartoon characters and puts a story around each one. The fighters range from Tai Cheetah, to Rhei Rat the Kick Boxer. Each has his own path and way of life. The winner of the tournament will go on to face the Dali Llama in a test of skill. Can you defeat the famed warrior?

Brutal looks really good, and there are plenty of cinemas to show the aspects of each fighter. The plots behind each one are great, and the moves are really cool. This cart stands out from the rest.

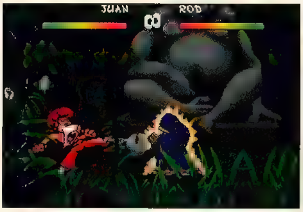




Kung Fu Bunny smacks Rhei Rat with a real wallop of a punch!



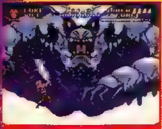
The graphics of this game are simply stunning. Drool over it.



The panther has mastered the secret arts, and he has some special skills.

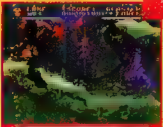
Super STAR WARS THE EMPIRE STRIKES BACK

Will You Accept the Challenge of a Jedi Knight?



Teach a gruesome ice beast a few manners as only a Jedi Knight can!

Battle menacing probe droids and Imperial Walkers on the ice planet Hoth!



Learn the secrets of the Force as you train in the mystic world of Dagobah with the Jedi Master Yoda.

Pursued across the galaxy, you and your Rebel Forces now marshall new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

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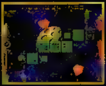
FUTURE SHOCKS! Amazing video game action hitting your screens soon!

C.J. - ELEPHANT FUGITIVE™
He's on the run! Join C.J. the elephant in this action-packed race through Europe and Africa as he busts out of the zoo and heads home!
COMING FEB '94

WORLD SOCCER '94™
All the action! All the players! Play World Soccer '94 and enter the very best arcade soccer challenge game for 1994!
COMING SOON!

PSYCHO PINBALL™
Here's Psycho, the silver-plated armadillo *with one hell of an attitude*, as he launches himself into the wildest selection of pinball tables ever created!
COMING SOON!



DREYFUSS SMARTVARK™
Your TV's gone wild - the gremlins are loose and the shows are out of control! Send in Dreyfuss to sort out the problems!
COMING SOON!

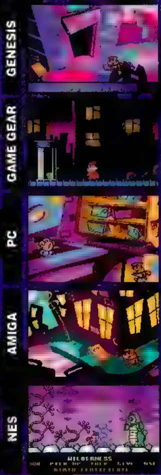
MICRO MACHINES®

GENESIS
GAME GEAR
PC
AMIGA
NES

Micro Machines® Experience the wildest racing game ever created! 27 all-action tracks of miniature mayhem as you race the Micro Machines vehicles - loaded with turbo-power. Sand buggies, Turbo Wheels, Formula One cars and more! A smash-hit video game - it's the hottest two-player head-to-head challenge race ever devised!
"Will keep even the most hardcore gamers hooked"
VideoGames magazine
AVAILABLE NOW!

MicroMachines
THE ORIGINAL
SCALE MINIATURES

WHAT ARE YO



Cosmic Spacehead™ Outer-space in your face! Here's Cosmic - the first alien tourist - in a mad dash through the universe! Join him through 32 action areas and solve the wildest puzzles in the arcade adventure areas. Interact with the oddest bunch of characters in over 300 screens of bizarre and freaky locations! It's cosmically out of this world!
"Brilliantly original, challenging and great fun - don't miss it!"
AVAILABLE NOW!

COSMIC SPACEHEAD

COSMIC SPACEHEAD™

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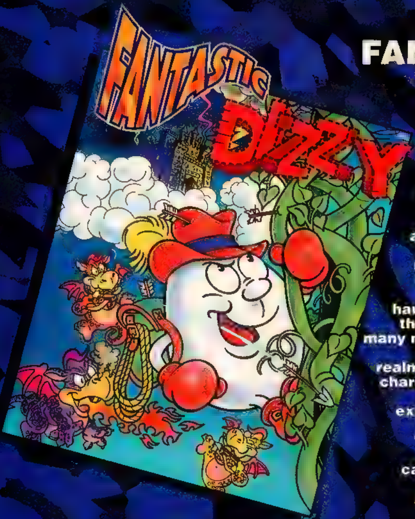
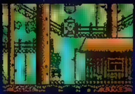
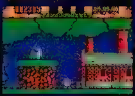
FANTASTIC DIZZY™



Fantastic Dizzy™ Dizzy is in full action in a huge arcade adventure! Explore the magical kingdom, Palm Tree beach, medieval towns, haunted graveyards, the troll palace and many more exciting and mysterious realms. Loads of great characters to interact with in this most excellent adventure of a life time! "In a league of its own, a unique cartoon adventure" EGM magazine **AVAILABLE NOW!**

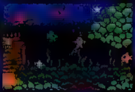


GENESIS



GAME GEAR

PC

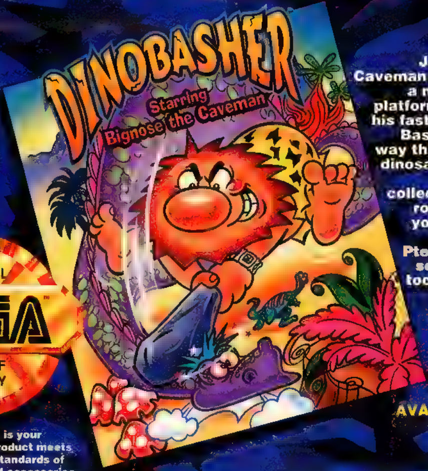


AMIGA

NES*

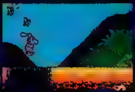
Reckon you can handle awesome action and the greatest mind-power? Prepare yourself to experience the explosive gameplay of Codemasters' video games! Total playability and great graphics! From the best in arcade racing to the wildest fantasy adventures to a completely cosmic experience! If you haven't got 'em - **what are you playing at?**

U PLAYING AT?



Dino Basher!™ Join Bignose the Caveman in Dino Basher! a mad, prehistoric platform race to catch his fast-moving dinner! Bash and club your way through hordes of dinosaurs across four huge islands, collecting bones and rocks to increase your strength and rock power! Pterodactyls, huge scorpions, saber-toothed tigers and more - let's go clubbing! "Great cartoon graphics, brilliant music and, most importantly, excellent fun!" **AVAILABLE FEB '94**

GAME GEAR



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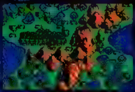

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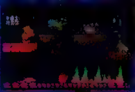

GAME GEAR

DINO BASHER!™

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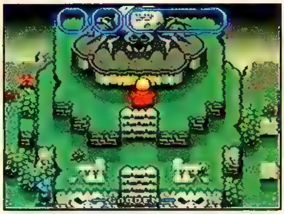
Ocean

Addams Family Values

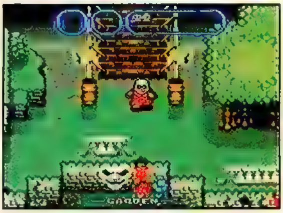
Super NES | **Action**

Ocean is hard at work on a game based on the new film of America's strangest family: the Addams Family. You assume the role of Uncle Fester, that balding weirdo who just wants a girlfriend (like Cyberboy). He has some magic tricks up his sleeve which he uses to deal with the many ghosts and goblins which have escaped.

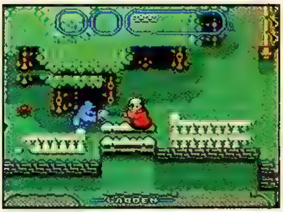
Like the film, this game has some very funny moments. The graphics are really well done, and it looks to be a winner. If you ever want ooky spooky fun, this is where to look.



Uncle Fester has some business with a giant spider on the hill.



Explore every nook and cranny for hidden power-ups and secrets.



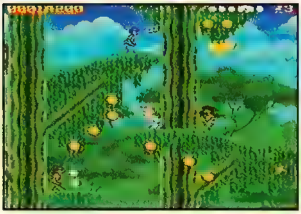
You've got ghosts in your garden. Better find a way to get rid of them.

Ocean

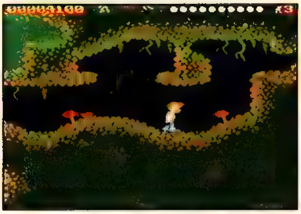
Mighty Max

Super NES | **Action**

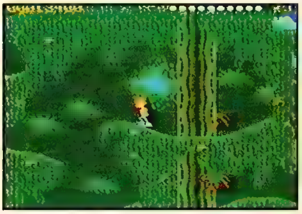
Look out, here comes Mighty Max. He's a young boy with some unusual talents. Mighty Max is a fun spirited action game where you jump and shoot your way through a number of colorful levels. Mighty Max is another cool action cart for the Super NES.



Collect the various items in the trees, but watch out for bad guys.



This place sure gets confusing. You might even get to go underground.



Wander about in a maze of trees and vines. Don't get lost or you're doomed!

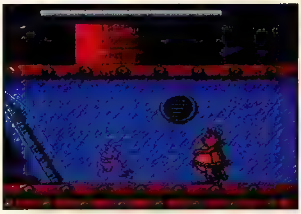
Ocean

Eek the Cat

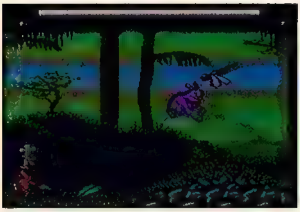
Super NES | **Action**

The non-stop comedy of Eek the cat hits your Super NES with all the humor from the popular cartoon. This cart by Ocean has all your favorite characters from the show, like the Shark Dog. Eek is your standard purple housecat, except for one thing: he has horrible bad luck. This walking death wish will find himself in the worst situations with hilarious results.

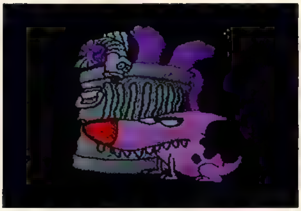
Eek the Cat has a number of wonderfully animated cinema displays which are really a sight to see. The game is a great way to relax, and let the cat take the injuries. This cart is very much like the show. If you've seen it, you know what I mean.



Meet your darling Annabelle. She's a big pink cat who is very lovable.



Guide Granny along, but make sure that neither you nor she gets hurt.



The dreaded Shark Dog will make an appearance, and possibly eat you!

LOST DIMENSION
LOST DIMENSION
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ACE
JP-1

"The stunning visuals of this game have to be seen to be believed, there is nothing else like it out there!"

—Electronic Gaming Monthly

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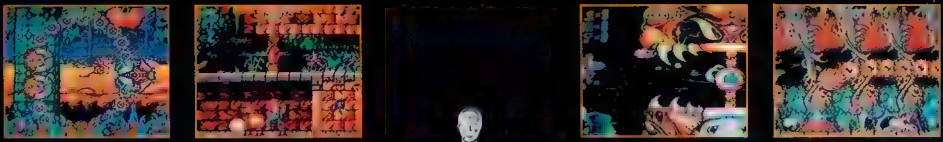
". . . the feeling of depth that you get is unmatched by anything seen on a home screen to date . . . there is no question that the technology and design employed in Jim Power is a breakthrough."

—Die Hard Game Fan

WELCOME TO THE NEXT DIMENSION



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GAME BOY

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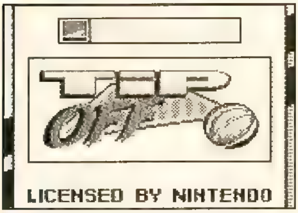
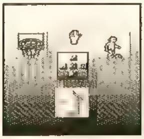
Tip Off

GameBoy | **Sports**



LICENSED BY NINTENDO

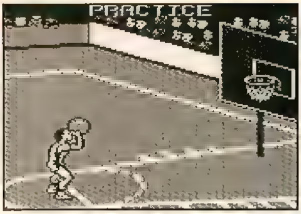
Tip Off is the latest basketball cart for the GameBoy and it's pretty cool.



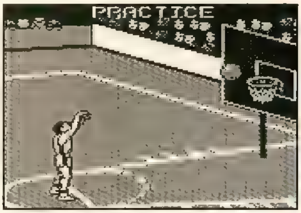
There's more action on the courts than ever before with your GameBoy. Tip Off is a fast-paced game of basketball where you control your team against teams from around the world. There's a lot of play options, so you'll want to play over and over. You can practice both control of your team and consistency of your free throws.

If you want a real challenge go for mastering the Tournament Mode. You'll go face to face with the best international basketball teams. So say the least, it's tough.

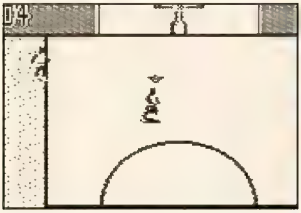
For those of you who despise the green and gray colors of the GameBoy, the action is easy to see and control, unlike most sports titles for this system. Tip Off will please any and all sports fanatics.



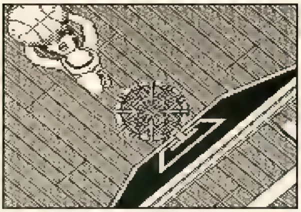
Take a free throw for a quick point or two. It's fun to get fouled!



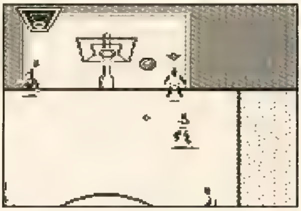
He shoots...he scores! One point for your team. It takes skill to shoot.



The action will really heat up on the floor as you try to close in on the basket.

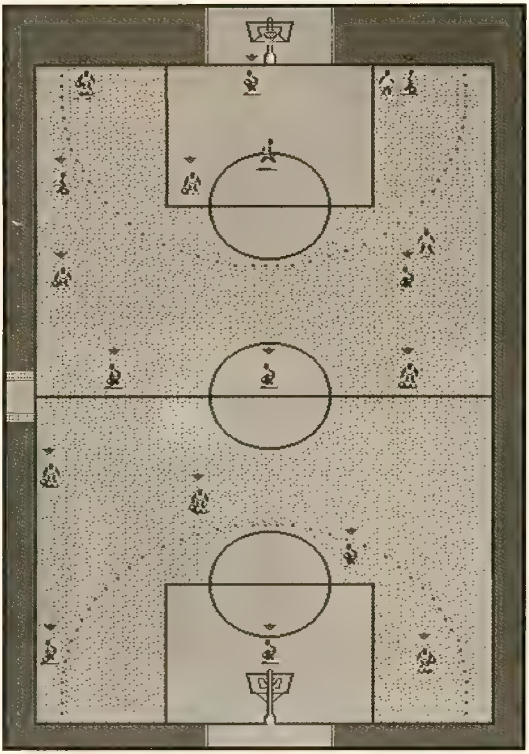


Awesome cinemas will show you the greatest dunks and slams you do.



Defense is the name of the game. Stopping the other guy is tough work.

A WHOLE COURT OF ACTION



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And never, never give the opposition a chance to score . . .

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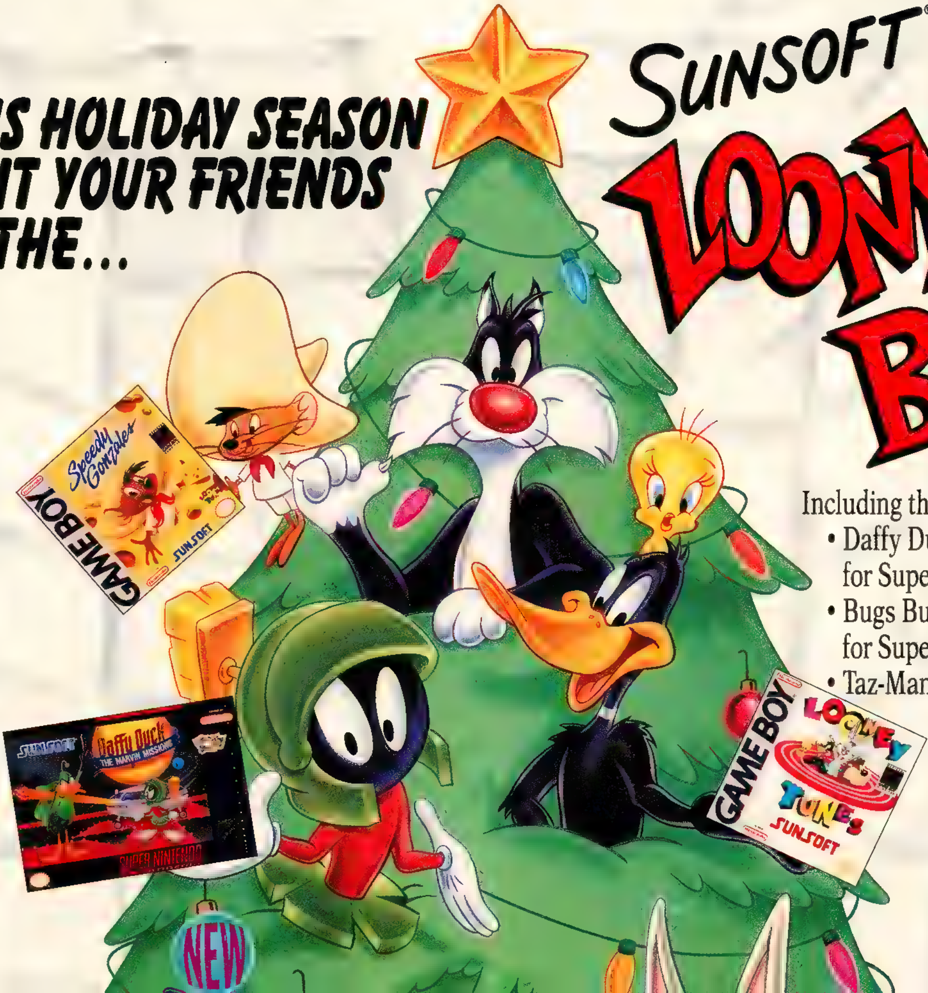
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Origin

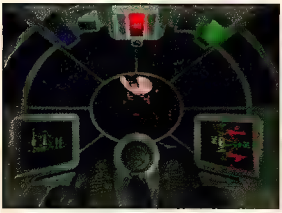
Super Wing Commander

3DO | **Action**

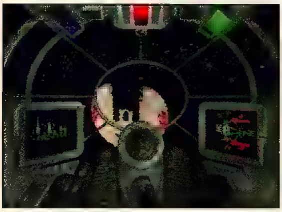
Take on the Kilrathi Empire like never before. Super Wing Commander is flying your way on the 3DO, and it looks to be hot.

This version of the PC classic sends you deep into space where you'll face deadly swarms of Kilrathi fighters. There are dramatic cinema displays that make you feel like you are right in the middle of the action. Super Wing Commander is a challenge from beginning to end. Are you good enough to save the human race from extinction?

Cinemas and real voice add to the feeling of the game.



The Kilrathi fighters are fast. Try to draw a bead on them quickly.



The enemies will get in close to you. You have to either fight or flee!

Electronic Arts

Escape From Monster Manor

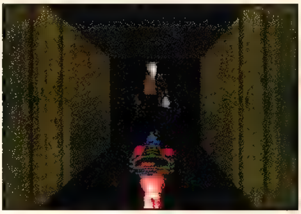
3DO | **Action**

You are lost within the dark confines of a creepy manor that is more than just haunted, it's infested! Escape From Monster Manor is a first-person perspective action game where you try to find your way through labyrinth-like corridors to the exit.

In your path are a number of evil monsters just waiting to rip your throat out. Zombies, ghosts and the undead are everywhere, so you'll need to find weapons. If you don't, you'll probably die, because there are many traps and creatures.

Escape From Monster Manor is an impressive game for the 3DO. It's creepy nature will surely turn your hair white. This game is truly an intense rush. It's similar to Wolfenstien 3-D, but it looks even better. Very cool.

Ghastly zombies with rotting flesh will attack you from the darkness.



All sorts of undead creatures dwell within the crypts of the Manor.

American Technos

Popeye

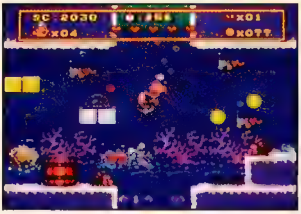
SNES/Genesis | **Action**

Popeye the sailor man is back in video games with two new adventures by American Technos. Both versions are Mario-type games with lots of hidden secrets and special features.

The Genesis version will be a whopping 16-Meg and will have eight huge levels in which you must search for Olive Oyl. Two players can take part, and you have a choice of being Popeye, Brutus or Whimpy.

The Super NES version will be 8-Meg and of similar game content.

The classic Popeye cartoons will come alive with these action-packed carts. It's more fun than swallowing a can of spinach!

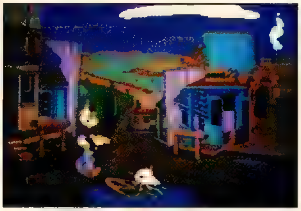


Popeye will journey to the bottom of the sea in one of the levels.

SUPER NES ↑

Two versions of Popeye will be coming out. One for the Super Nintendo and one for the Sega Genesis. Which one is better?

GENESIS ↓



Travel to the Wild West in search of your darling love Olive Oyl.

Perhaps Olive is trapped on the tropical island. You must save her!

TO BE...OR NOT TO BE...

THIS SMASH HIT SNES KILLER NOW AVAILABLE FOR SEGA GENESIS!

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Train on the heavy bag, moving targets and sparring

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CHAMPIONSHIP *Karate*

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Select your style from over 60 moves

The Kumite is a no holds barred series of challenges. NINTENDO POWER

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FIFTEEN WORLD CLASS FIGHTERS, TRAIN, SPAR, PICK A STYLE OR CREATE YOUR OWN.
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THE CHALLENGE AWAITS . . .

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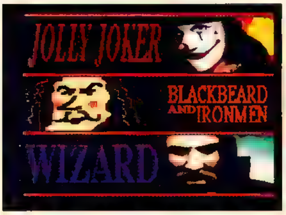
American Technos

Super Pinball

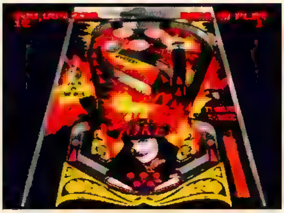
Super NES | **Action**

Super Pinball: Behind the Mask is the first pinball game for the SNES. It features three different playing fields, all of which are loaded with traps and hidden secrets ripe for the picking. You can really rack up the big points, if you know where to shoot.

One to four players can play. With such weird machines las the Jolly Joker and Wizard, everyone will be glued to the screen. Pinball wizards take note: Super Pinball: Behind the Mask is almost here. This is a pinball game that'll make you go tilt!



The three pinball machines will test all of your gaming skills.



The Joker is a tough machine. Try to get the multi-ball bonus.

SUPER PINBALL
BEHIND THE MASK
Don't be sloppy or I'll win for sure!
(C)1993 meldac/KAZe

This is the first pinball game developed for the Super Nintendo.

Extreme

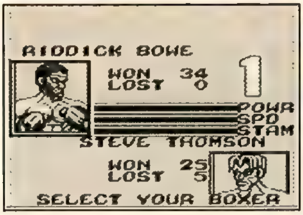
Riddick Bowe Boxing

GameBoy | **Sports**

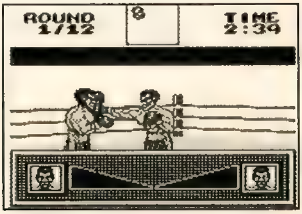
Get set for hard-hitting boxing action for your GameBoy. Now you can pummel someone on the go with Riddick Bowe Boxing. This violent game gives you a selection of fighters, each with his own set of stats. Then, you fight it out in the squared circle.

In round after round, you'll slug it out with the big boys of boxing. (Would you expect a peaceful solution?) There can be a total of 12 rounds, but anyone left lying on the floor after a 10 count is considered knocked out.

Riddick Bowe Boxing requires nerves of steel and a face to match. Unless you're punch drunk, you'll like the all-out fighting action. You're going to love this boxing cartridge!



Select your boxer depending on his stats. Is he a good fighter?



Smack someone in the face today and you won't get in get in trouble for it!

Virgin

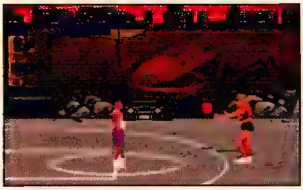
Jamm It

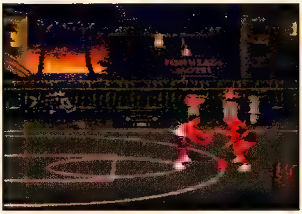
Genesis | **Sports**

For a down and dirty game of b-ball that's totally different from all the others out there, try Jamm It. Jamm It features one-on-one style basketball where the players bet money on the games they play.

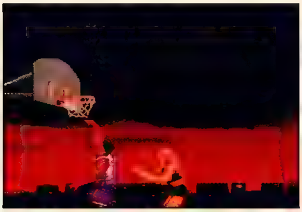
This game is no walk in the park and it can get pretty rough. You can punch and smack the ball away from the other player. But watch it, he can call a foul on you. When you leap for the basket, a close-up shot shows you the heat of the action.

This cart has cool digitized voices, and is easy to learn how to play. If you want a sports title that's a little different, move to this.

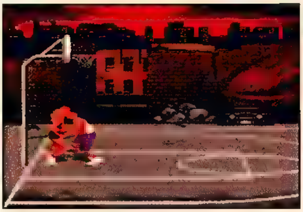




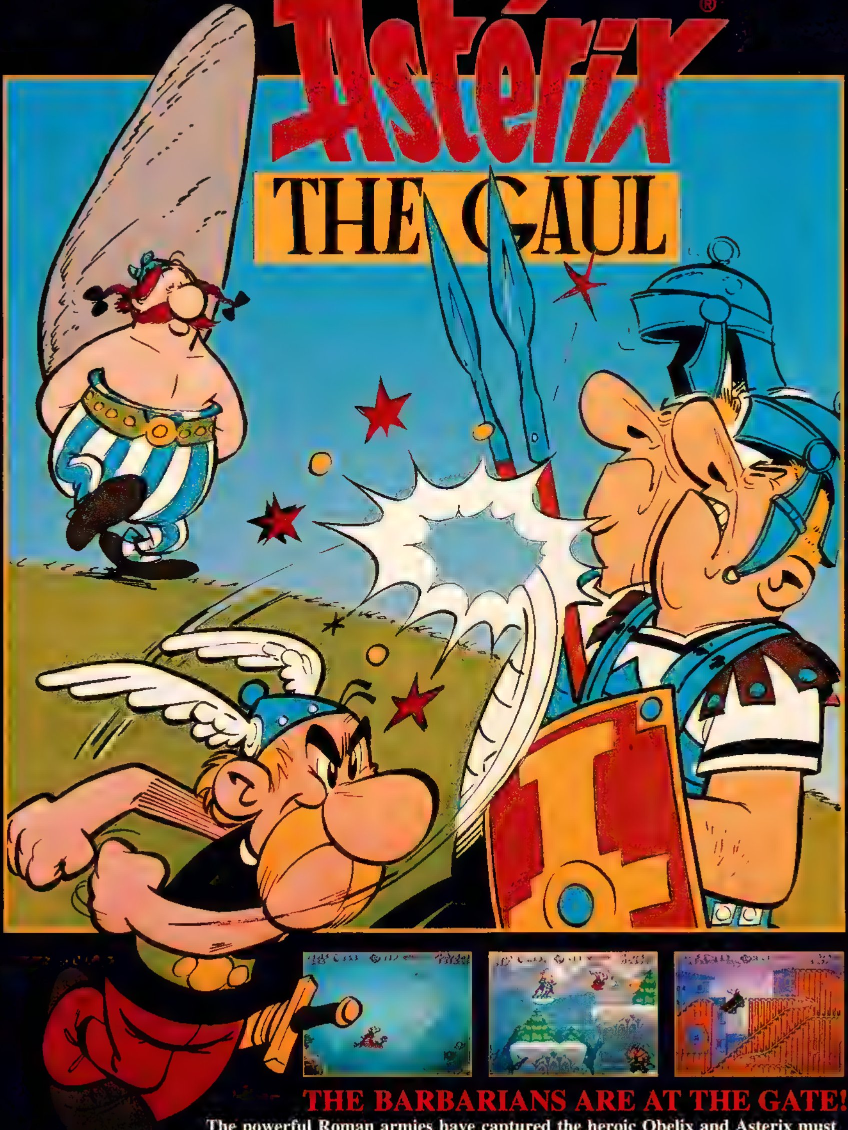
Take the ball back court, and try to shoot from a distance.



Try to knock the ball out of his hands when he goes for the layup.



Try to get in close to make your shot. You'll score a lot more often.



THE BARBARIANS ARE AT THE GATE!

The powerful Roman armies have captured the heroic Obelix and Asterix must travel through the snow packed Alps, the Egyptian Pyramids, the Acropolis of Greece, doing battle with the Roman armies, pirates, wild beasts and more. The future of Gaul lies in your hands!

Nintendo
ENTERTAINMENT SYSTEM®

SUPER NINTENDO.

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GAME BOY

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NEXT WAVE

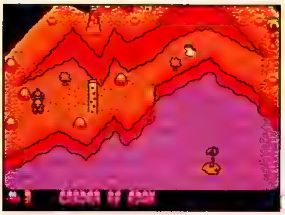
Electronic Arts

James Pond III

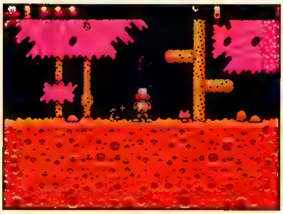
Genesis | **Action**

James Pond is back in Operation Starfi5h. That secret agent fish may have lost his cybernetic stretching parts, but he has new skills to help him. Dr. Maybe is stealing cheese from the moon, and you must put an end to this evil twisted plot.

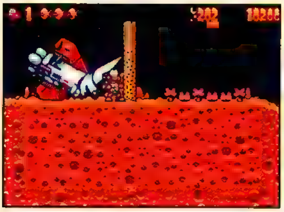
James Pond III is sort of like a Mario game, and it's faster than Sonic! This adventure is totally huge, and most players will enjoy it for a long time. It even has some really cool digitized voice in it. Overall, it blows the first two Pond games away!



Plot your progress on this overhead map. This game is very big.



Travel along the cheesy moon. Look for hidden icons for points.



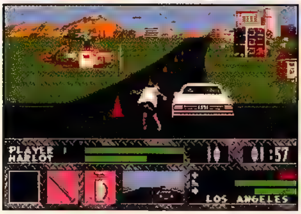
James Pond must somehow find the ruthless Dr. Maybe on the moon.

Electronic Arts

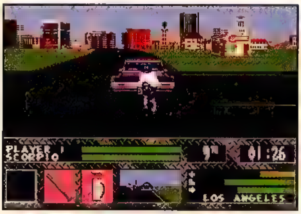
Skitchin

Genesis | **Sports**

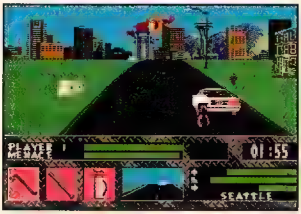
Skitchin is a new sport where you are dragged by a moving car, while riding on a skateboard. Sounds strange? It is! This very different pastime is now making its way to the Genesis. Try to do aerial tricks and amaze your friends. A strange game!



Test your skill by weaving in and out of the line of cones. Be careful.



Here's your chance to get yanked across the good ol' USA. What fun.



If you get really good, you can do aerial flips and ollies. Be a poser!

U.S. Gold

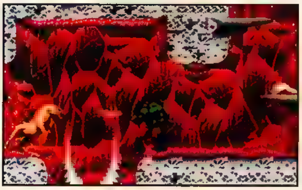
The Incredible Hulk

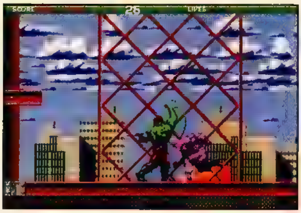
Genesis | **Action**

Bruce Banner, a famous scientist, has accidentally turned himself into the enormous Incredible Hulk. Whenever he gets angry or is exposed to Gamma rays, he's transformed into an unstoppable green behemoth of destruction.

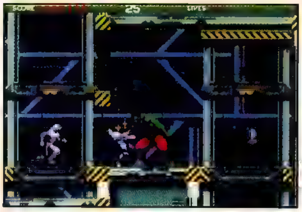
Just like in the comics, the Hulk can pound enemies into the ground. This side-scrolling game has you fighting all the famous super villains, including the Rhino. The Incredible Hulk is an unstoppable force, but will you be able to get through all the levels?

U.S. Gold brings us this cart with all the action from the comics. This game will really turn you green!

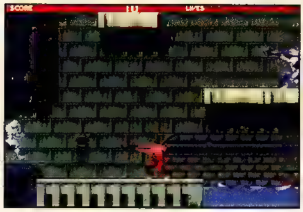




The Rhino runs back and forth while trying to gore you with his horn!



These guys are no match for your awesome strength and speed!



You can play as the normal Bruce Banner until you get hit with radiation.

LAST MINUTE UPDATE
NEXT WAVE

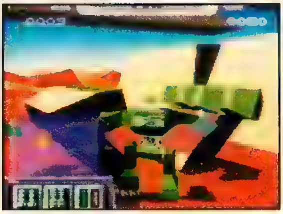
ElectroBrain

Citadel

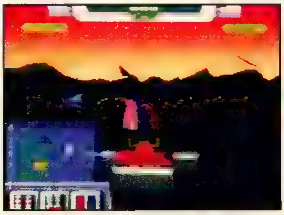
Super NES | **Action**

ElectroBrain is develping a brand new F/X chip game for the Super NES entitled Citadel. In it, you control a giant battle system robot that can change into four different forms. You can be a lumbering Walker, a Zippy Land Burner, a sleek Sonic Jet or a powerful Hard Shell.

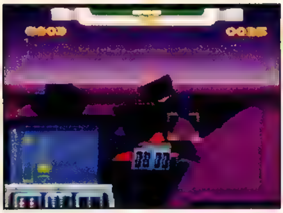
In this robot you must take on the Aki-Do armies and save the Artificial Intelligence which is keeping the Galactic Empire in peace. You have a lot of weapons and the action of this cart is hot. Stay tuned for more...



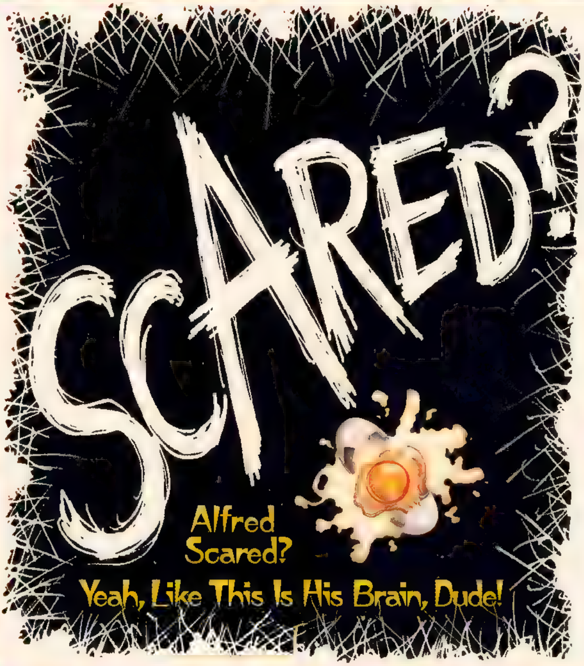
Battle huge enemy robots with your transformable mech fighter.



You'll travel across the galaxy to restore the AI Core.



You get to travel anywhere you want on the levels. How cool.


SCARED?
Alfred Scared?
Yeah, Like This Is His Brain, Dude!

LAST MINUTE UPDATE
TRICKS OF THE TRADE

Sonic CD

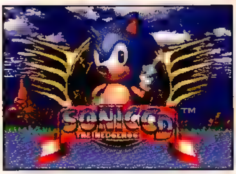
Sega CD | **Sega**

Stage Select

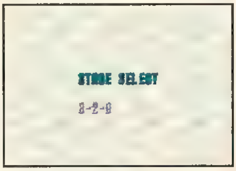
At the Title Screen, Press Up, Down, Down, left, right, then the b button. You can then choose the stages.

Here is a simple trick to select the level of your choice. When you get to the Title Screen where the clouds are scrolling by, press up, down, down, left, right and then the B button. You should hear a ringing noise, and the screen will flash to reveal the words Stage Select, and a series of numbers. Each of these corresponds with one of the levels. Press the Start button when you get to the one you want.

You can only play the level you choose however, as the game automatically resets after you have beaten the chosen level.



Do the code at the Title Screen to get to the Stage Select.



STAGE SELECT

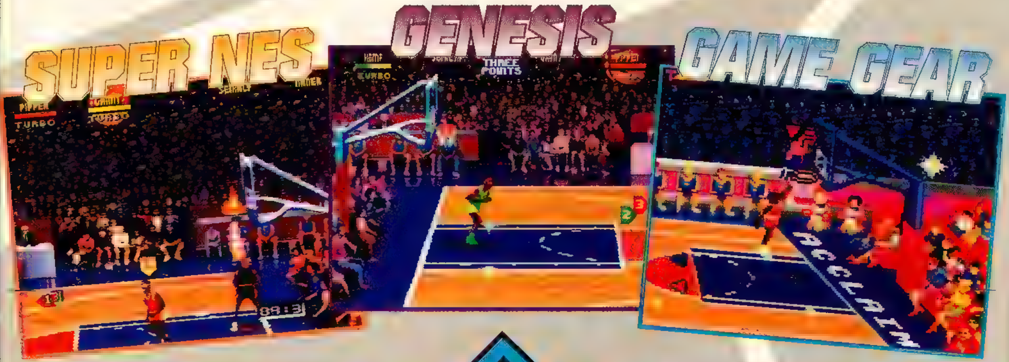
8-2-8

Now you can select any of the Sonic CD levels.

SPECIAL FEATURE!

EGM EXCLUSIVE PREVIEW!!

PLAY THE MOST AWESOME TWO-ON-TWO B-BALL GAME ON 3 SYSTEMS



NBA JAM

The first arcade game ever licensed by the National Basketball Association slams its way onto the video game scene with Acclaim's NBA JAM.

This popular quarter-muncher features 54 of the hottest players from all 27 NBA teams including: Pat Ewing, Clyde Drexler, Karl Malone and Scottie Pippen—complete with all their signature moves. There are even digitized graphics of live NBA games!

It'll soon be available for the Super NES and the Genesis with 16-Megs of slam-jammin' power! For portable hoopsters, there will also be a Game Gear version coming out. Each version retains much of the arcade original game that made it so fun!

The graphics have remained true to the arcade. Even the digitized pictures of the players are a near-perfect portrait! The voice of the sports announcer is as real as the game being programmed for the CD format.

Of course, what really made the game were the awesome plays you can do. The Turbo Feature allows the player to execute some incredible moves such as super leaps and dazzling dunks. Imagine jumping as high as three or four stories! How about doing 720° spin in the air and slamming it home, three or four flips and a two-handed jam, or a downtown slam from the three-point stripe? Only in a video game, but this is just too fun, man!

NOTE: Photos are color coded by system. Orange - Super NES; Purple - Genesis; Light Blue - Game Gear

JAM RULES AND CONTROLS

An NBA Jam game is divided into four quarters of three minutes each. A game begins with a tip-off, as two players leap for the ball in order to gain control. Possession of the ball at the beginning of the second and fourth quarter goes to the home team (team two), and to the visiting team (team one) starting the third regardless of who wins the initial tip or who possesses the ball when the previous quarter ended.

The object of the game is to have outscored your opponents when the final buzzer sounds. A basket counts for two points, when it is shot from inside the three-point line. Three points are scored when shot from behind it.

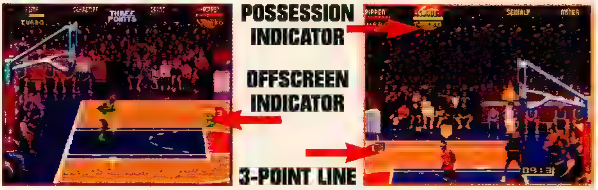
A defensive player can block a shot, but only when the ball is on the upward part of its arc. If it is touched by a defender on its downward flight, a goaltending call is made, and points are awarded whether or not the basket was going in. Once the ball touches the rim, however, it can be grabbed by any player, either offensive or defensive.

To make identifying a ball-handler easy, whenever a player has possession of the ball, an orange basketball indicator will appear behind his name at the top of the screen. If nobody has possession—the ball is in the air or has been knocked away—there is no indicator.

If a player scores three baskets in a row, he's "on fire!" During this time, he has unlimited turbo, and a much better chance of sinking shots from anywhere on the floor! Only one player can be "on fire" at a time. Being "on fire" lasts until the next opposing basket goes in, meaning that a teammate can score without disrupting the fire. Even if the opposing team cannot score, however, your fire will eventually go out by itself. The ball glows when the player "on fire" holds it and smokes when he shoots it!

Beyond these, there are very few rules to an NBA Jam session. There are no fouls—no reaching in, no hacking, not even a pushing foul—so play strong and take no prisoners!

Frightened?
Alfred
Frightened?
Not!



OFFENSIVE CONTROLS

Player has possession of the ball:

	TAP BUTTON	HOLD BUTTON	PRESS + TURBO
SHOOT/ BLOCK	Head Fake	Jump Shot	Dunk
PASS/ STEAL	Pass	Pass	Super Pass
TURBO	Throw Elbow	Run Faster	X

DEFENSIVE CONTROLS

Player does not have possession of the ball:

	TAP BUTTON	HOLD BUTTON	PRESS + TURBO
SHOOT/ BLOCK	Block	Block	Super Block
PASS/ STEAL	Steal	Steal	Shove
TURBO	X	Run Faster	X

THESE BOYS GOT SKILLS!

GRANT
LARAUS
PRESS
EDWARDS

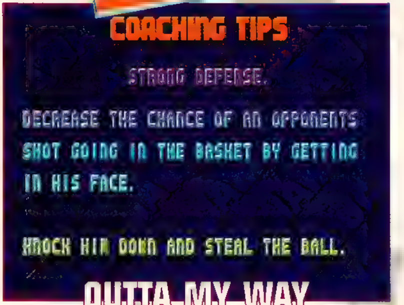
LONG-RANGE BOMB

BLOCK

JUMP SHOT

STEAL

FLYING ELBOWS



COACHING TIPS

STRONG DEFENSE.

DECREASE THE CHANCE OF AN OPPONENTS SHOT GOING IN THE BASKET BY GETTING IN HIS FACE.

KNOCK HIM DOWN AND STEAL THE BALL.

OUTTA MY WAY

HE'S "ON FIRE!"

Get your player to score three baskets in a row and he'll be "on fire!" You can score mondo points from anywhere on the floor almost all the time. This won't last, so take advantage of it!

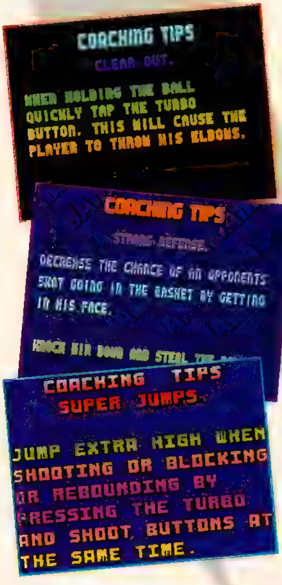
KEMP
SCHREMPF
GRANT
PIPPEN
TURBO
TURBO
34:9

FROM DOWNTOWN BABY!

PIPPEN
GRANT
TURBO
LARAUS
PRESS
CHICAGO
MILWAUKEE
PIPPEN
GRANT
TURBO
LARAUS
START
PIPPEN
GRANT
THREE POINTS
LARAUS
PRESS

COACHING TIPS

After the 1st and 3rd quarters have finished, you'll get some playing tips from the coach.



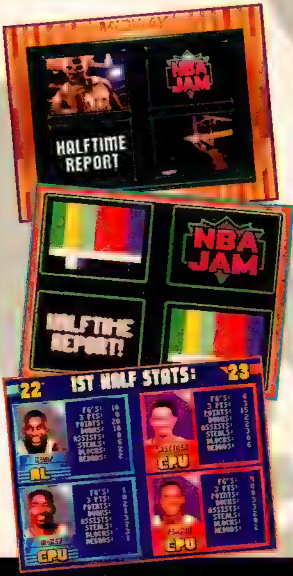
COACHING TIPS
CLEAR OUT.
WHEN HOLDING THE BALL QUICKLY TAP THE TURBO BUTTON. THIS WILL CAUSE THE PLAYER TO THROW HIS ELBOWS.

COACHING TIPS
STRONG DEFENSE.
DECREASE THE CHANCE OF AN OPPONENTS SHOT GOING IN THE BASKET BY GETTING IN HIS FACE.
KNOCK HIM DOWN AND STEAL THE

COACHING TIPS
SUPER JUMPS
JUMP EXTRA HIGH WHEN SHOOTING OR BLOCKING OR REBOUNDING BY PRESSING THE TURBO AND SHOOT BUTTONS AT THE SAME TIME.

BREAK IN THE GAME

Get an in-depth view of how the game has progressed midway through the game.


NBA JAM
HALFTIME REPORT
NBA JAM
HALFTIME REPORT!
22 1ST HALF STATS: 23
CPU
CPU
CPU

CHICKEN?
Alfred Chicken?
"That's My Name, Don't Wear It Out"
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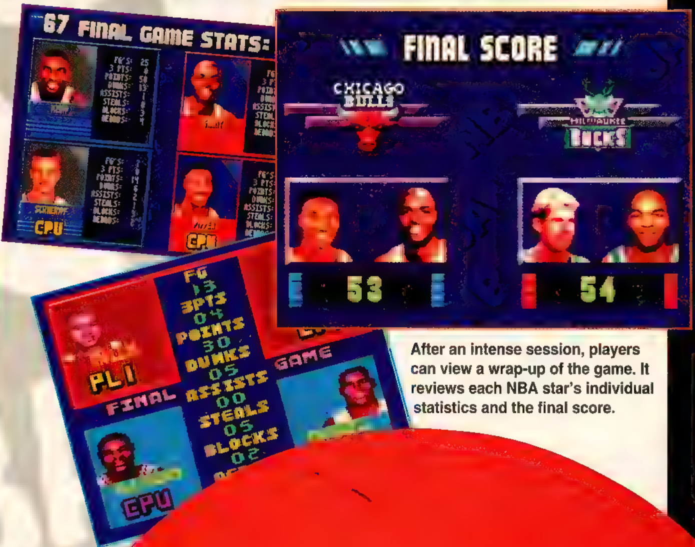
CHECK OUT POSTGAME REPORTS


67 FINAL GAME STATS:
CPU
CPU
FINAL SCORE
CHICAGO BULLS
MILWAUKEE BUCKS
53
54
PL 1
FG 13
3PTS 04
POINTS 30
DUNKS 05
ASSISTS 00
STEALS 05
BLOCKS 02
FINAL GAME
CPU

After an intense session, players can view a wrap-up of the game. It reviews each NBA star's individual statistics and the final score.

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NBA JAM

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NBA JAM
CONTEST ENTRY FORM

Name: ____________________
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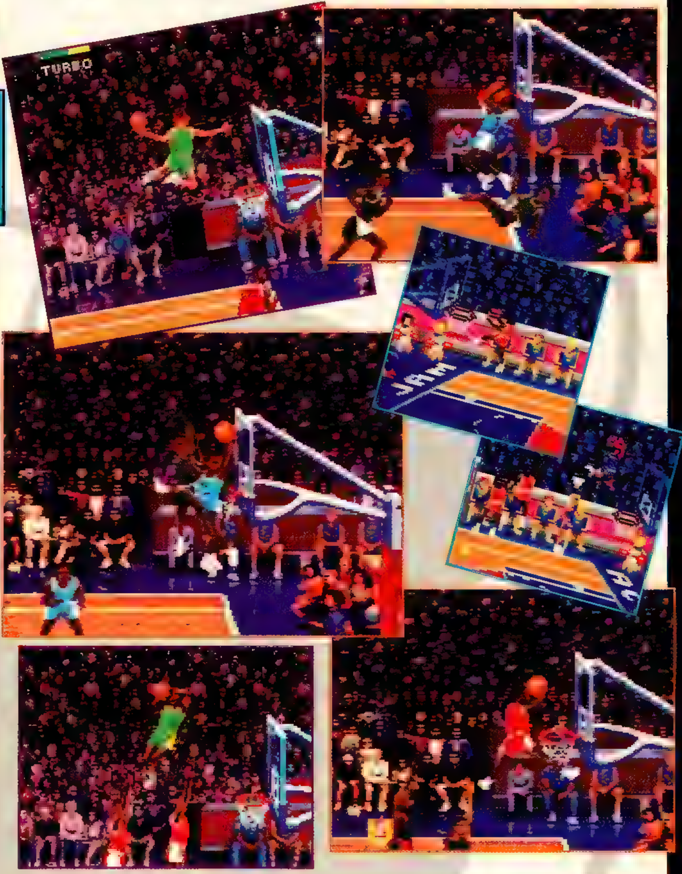
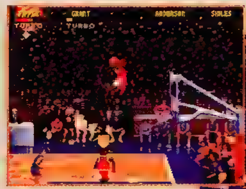
City, State: _______________
Zip: ______________________
Phone: (___)________________

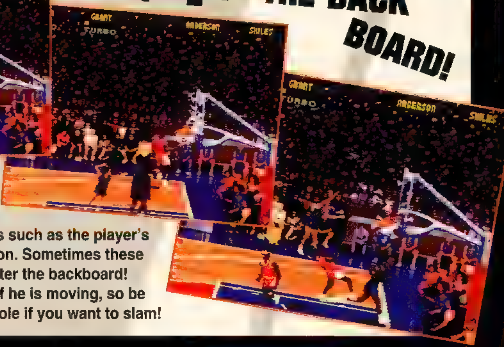
Contest Rules. All entries must be received by March 1, 1994. EGM is not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by April 1, 1994. Prizes are not transferable. Illegible or incomplete entries are ineligible. All state federal taxes, if any, are the responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. and their affiliates are ineligible to enter. Sendai Publishing Group, Inc. reserves the right to cancel this promotion at any time with appropriate notice. Winners' names, likeness and prize information may be used by Sendai Publishing Group, Inc. for any promotional or advertising purposes without further compensation.

IN YOUR FACE JAMS!



SHATTER THE BACK BOARD!





There are many spectacular "Ultra Jams" that can be executed, depending on a number of factors such as the player's dunking ability and position. Sometimes these rim-rockers will even shatter the backboard! Your player will only jam if he is moving, so be sure to drive toward the hole if you want to slam!

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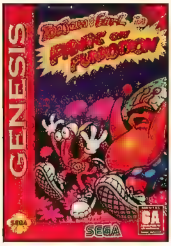

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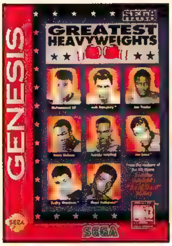

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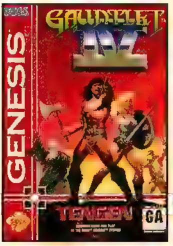

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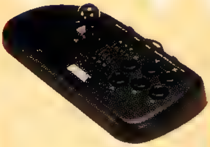

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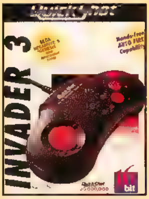

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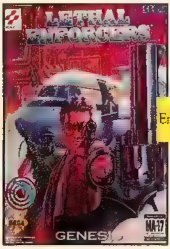

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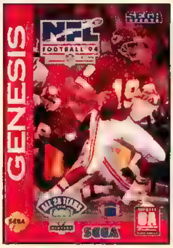

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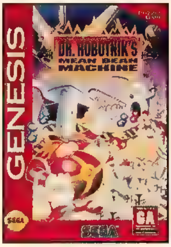

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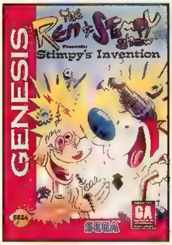

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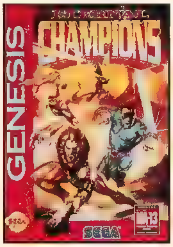

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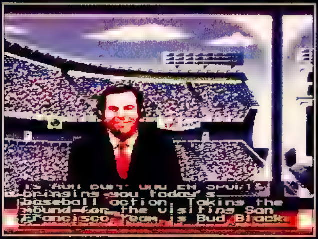


bringing you today's baseball action. Taking the mound for the visiting San Francisco team is Bud Black

The sports announcer adds new depth and realism to this baseball game. It makes you feel like you're in the majors and just about to step onto the field.

EA HAS A NEW LINE OF SPORTS GAMES THAT ARE SURE TO BLOW YOU AWAY!

EA, the leader in sports games, has done it again with new games that are better than anything you've ever seen before. Games like FIFA International Soccer and EA SPORTS Baseball feature better graphics, more options and more intense game play.

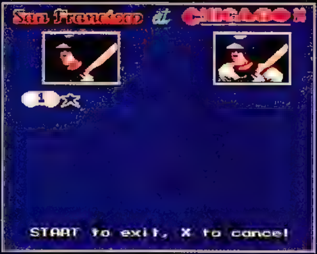
They also have rosters full of the games' greatest players. Games like NHL Hockey '94 for the Sega CD feature full rosters and they also have hockey cards in the game showing the players' stats, giving some tips on game strategy and game play as well.

In this special feature, we salute the people at EA as we preview this new lineup of awesome sports games. So strap on your gear and get ready to play!

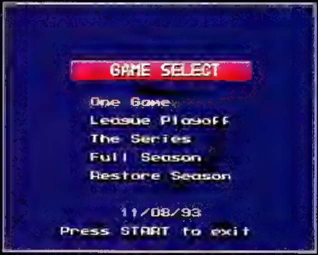
EA SPORTS
ELECTRONIC ARTS

GAME OPTIONS!

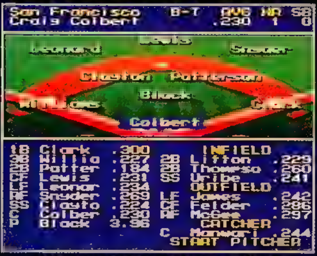
This game is filled with a lot of option screens which make the game more versatile and fun to play—like going straight to the league playoffs!


San Francisco at CHICAGO
START to exit, X to cancel

Select which teams play each other and where they will play!

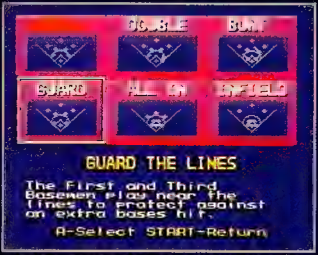

GAME SELECT
One Game
League Playoff
The Series
Full Season
Restore Season
11/08/93
Press START to exit

Select what type of game format to play, like regular season or the playoffs.



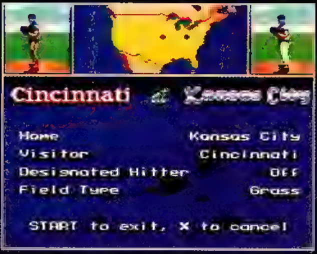
```
San Francisco   B-T  AVG HR SB
Craig Colbert       .230  1  0

1B Clark    .300       INFIELD
3B Willia   .227  2B Litton   .229
2B Potter   .184  2B Thompso  .260
CF Lewis    .231  SS Uribe    .241
LF Leonar   .234     OUTFIELD
RF Snyder   .269  LF James    .242
SS Clayto   .224  CF Felder   .286
C  Colber   .230  RF McGee    .297
P  Black    3.96     CATCHER
                  C  Manwari  .244
                  START PITCHER
```

After you have your teams, adjust the rosters to your liking.


DOUBLE
BUNT
GUARD
ALL ON
INFIELD
GUARD THE LINES
A-Select START-Return

The First and Third Basemen play near the lines to protect against an extra bases hit.

In this menu, select your defensive style to fit the other teams' offense.

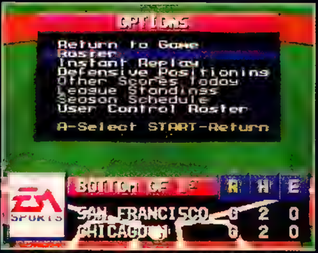


Cincinnati at Kansas City

Home Kansas City
Visitor Cincinnati
Designated Hitter Off
Field Type Grass

START to exit, X to cancel

Here you can pick designated hitters and the type of field for the game.


OPTIONS
Return to Game
Roster
Instant Replay
Defensive Positioning
Other Scores Today
League Standings
Season Schedule
User Control Roster
A-Select START-Return
SPORTS
R H E
SAN FRANCISCO 0 2 0
CHICAGO 0 2 0

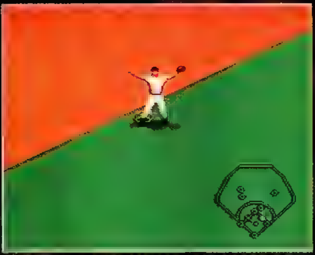
Change your game plan in this menu. It could mean the game!

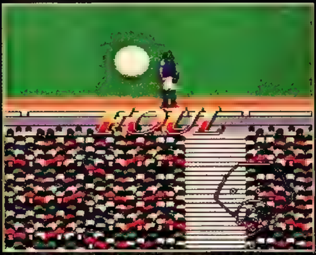
123456789 X R H E
SAN FRANCISCO 0 2 0
CHICAGO N 0 0 0

123456789 X R H E
SAN FRANCISCO 0 0 0
CHICAGO N 0 0 0

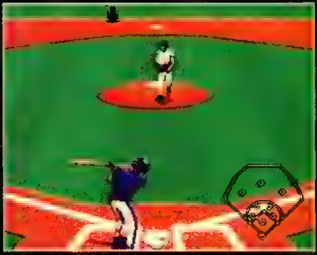
123456789 X R H E
SAN FRANCISCO 0 2 0
CHICAGO N 0 0 0
STRIKE OUT!

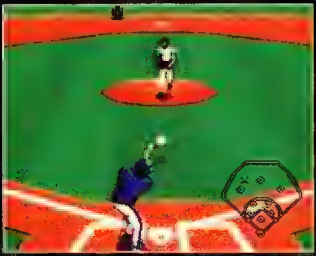
TIME TO PLAY BALL!


This guy has got it in the bag. Make sure you call it so that your guys won't get confused and miss it!

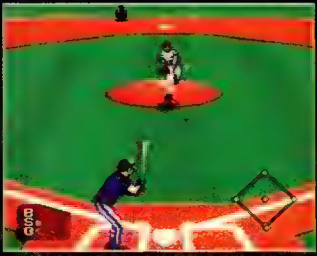


Your back catcher will run and try to save balls that are fouled out. He'll even chase the ones that are way out!


This guy has got nothing but air on that swing! It takes a good eye and fast reflexes to hit one off of this pitcher!


It doesn't look like the ball is going to drop anywhere in the park!

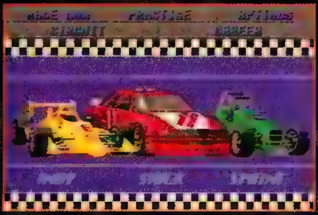
Looks like this one got away! Better hurry and get it before they score.



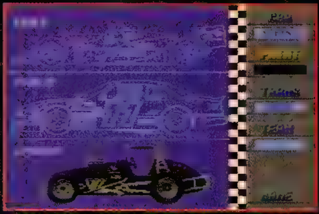
Keep your eye on the ball and take only the good pitches!

EA SPORTS BASEBALL

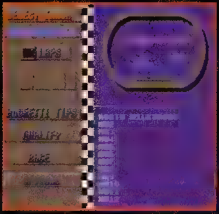
MARIO ANDRETTI RACING

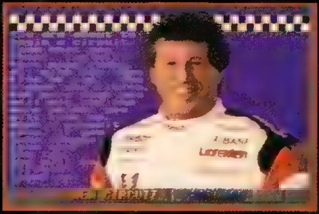

You have the option to race on three different circuits in this game.

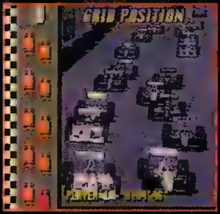
Mario Andretti Racing by EA Sports is a new type of racing game for the Sega Genesis that features three types of race cars: Sprint, Indy and Stock, with the option of tearing it up on three circuits with five tracks per circuit. The game is one- or two-player head-to-head and features some great options such as an EA Sports garage where you can upgrade car parts from race to race, and also a Career Mode where you and another player can track your stats for all of the different cars and courses.


At the Car Selection Screen, you can pick your team, transmission and even color.

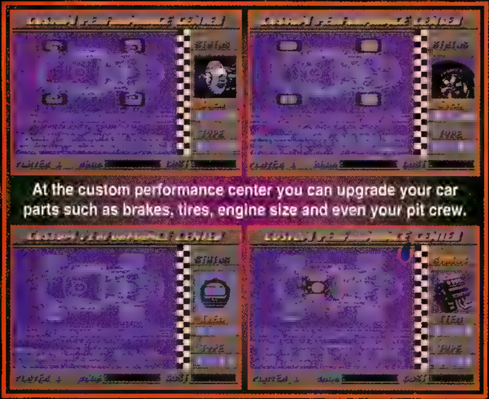
At the Track Selection Screen, get advice from Mario himself on race tips for the track of your choice.

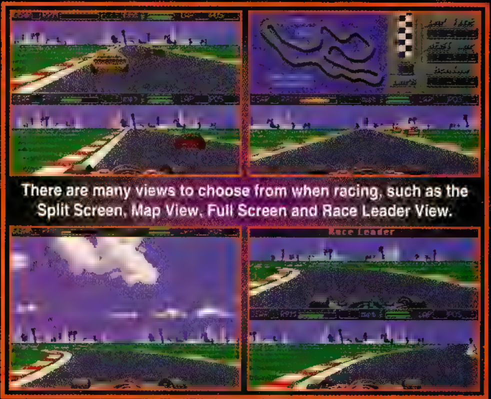


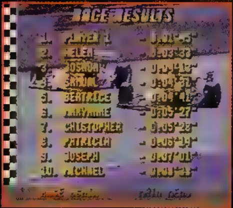



GRID POSITION

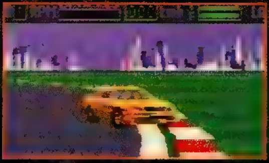
Check out the cinema after your pole position to see where your team will qualify for the next race.


At the custom performance center you can upgrade your car parts such as brakes, tires, engine size and even your pit crew.

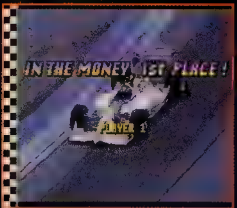

Race Leader
There are many views to choose from when racing, such as the Split Screen, Map View, Full Screen and Race Leader View.


RACE RESULTS
1. PLAYER 1
2. HELEN
3. JOSHUA
4. SAMUEL
5. BEATRICE
6. MARYANNE
7. CHRISTOPHER
8. PATRICIA
9. JOSEPH
10. MICHAEL

After each race, check your team's standings to see whether or not you can afford to buy new parts for the next race.


Take it easy on the corners, and watch your gauges, or else!

With a lot of practice, hard work and determination, you can bring home a victory, *and* the checkered flag.

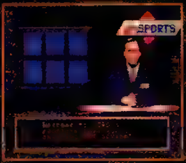

IN THE MONEY 1ST PLACE !
PLAYER 1

---

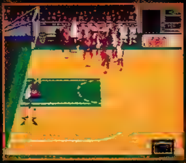
*Working title.
*Screen shots are from a pre Alpha game and are subject to change.

NBA SHOWDOWN '94

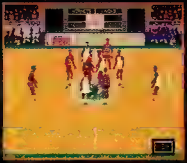
NBA Showdown '94 from EA SPORTS, for the Sega Genesis, is not just another basketball game. With the option of 4-way compatibility, six-button controller compatibility, and the numerous play options, this is one basketball game that will stand above the rest. To start, NBA Showdown '94 features all 28 NBA teams with a rating system that features over 5000 individual player ratings for every NBA player from the 93-94 season. That's just the beginning; the cart has a battery backup to play reduced or full season, and keep track of team standings and league leader stats. In postseason play, you and three other players can design your own dream team and see if you have what it takes to go all the way!



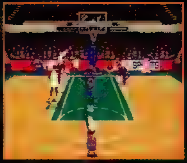
If intense NBA basketball is what you're looking for, then NBA Showdown '94 is the game for you.



All the aspects of the game are kept intact, and if you're not careful you might even get slammed on.

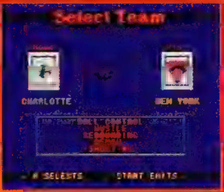


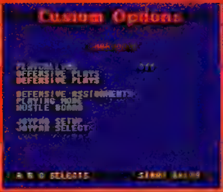
Check out the digital scoreboard. The coaches even jump up and down when they get frustrated.



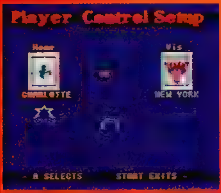
NBA Showdown '94 features a new free throw perspective. Watch the fouls, or you'll see a lot of it!

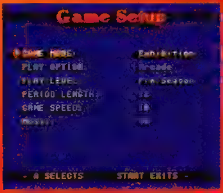
At the Team Select, Player Control Setup and Game Setup Screens, there are a variety of options, such as choosing between one to four players, selecting between any of the 27 teams, and picking either Exhibition, Season or Playoff Mode.

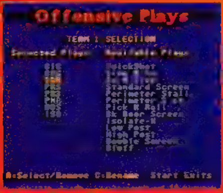

Select Team
CHARLOTTE
NEW YORK
A SELECTS
START EXITS

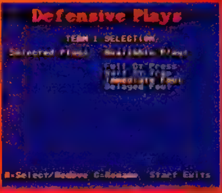

Custom Options
OFFENSIVE PLAYS
DEFENSIVE PLAYS
DEFENSIVE ASSIGNMENTS
PLAYING MODE
HUSTLE BOARD
JOYPAD SETUP
JOYPAD SELECT
A B C SELECTS

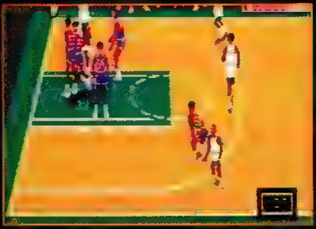
One of the most unique options is that you can not only call offensive and defensive plays on the court, but you can choose which ones you want to use, and you can also rename them in your own code to keep one step ahead of the other players.


Player Control Setup
Home
Vis
CHARLOTTE
NEW YORK
A SELECTS
START EXITS

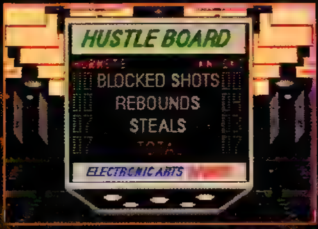

Game Setup
GAME MODE
PLAY OPTION
PLAY LEVEL
PERIOD LENGTH
GAME SPEED
Exhibition
Arcade
Pre-Season
A SELECTS
START EXITS


Offensive Plays
TEAM 1 SELECTION
Selected Plays
Available Plays
QuickShot
Standard Screen
Perimeter Stall
Pick N Roll
Isolate-N
Low Post
High Post
Double Screen
Bluff
A=Select/Remove C=Rename
Start Exits

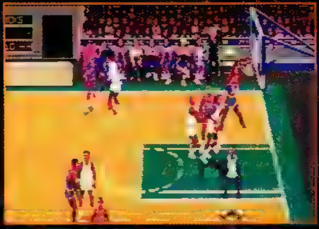

Defensive Plays
TEAM 1 SELECTION
Selected Plays
Available Plays
Full Ct Press
Half Ct Trap
Immediate Foul
Delayed Foul
A=Select/Remove C=Rename
Start Exits



What's a basketball game without a slam fest? Quick, grab your camera!

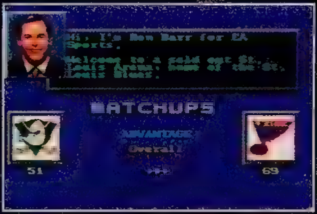

HUSTLE BOARD
BLOCKED SHOTS
REBOUNDS
STEALS
TOTAL
ELECTRONIC ARTS

You can even check out the EA SPORTS hustle board for the most important stats.



Whoomp! There it is! Over 20 signature slams are featured in NBA Showdown '94.

Screen shots are from a pre-alpha game and are subject to change.

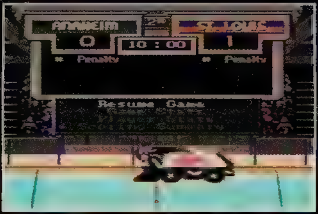


Hi, I'm Ron Barr for EA Sports.

Welcome to a sold out St. Louis Arena: home of the St. Louis Blues.

MATCHUPS
ADVANTAGE
Overall
51
69

Ron Barr's voice on the Sega CD will add an extra sense of realism to the game.

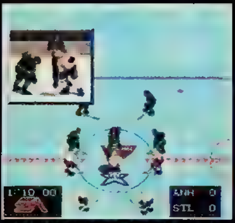


ANAHEIM
2nd
ST. LOUIS
0
10 : 00
1
Penalty
Penalty
Resume Game

Is that the '93 model of the Zamboni, or the new improved aerodynamic '94 model?

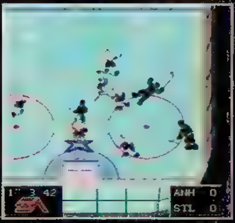
NHL Hockey '94 features authentic arenas with 70 different pieces of CD organ music.

NHL HOCKEY '94



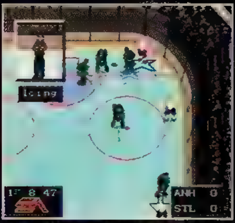
1st 10 00
ANH 0
STL 0

Sharpen your skates, throw on the pads and face off!



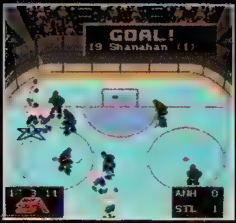
1st 3 42
ANH 0
STL 0

Keep your cool or you might end up on your back!



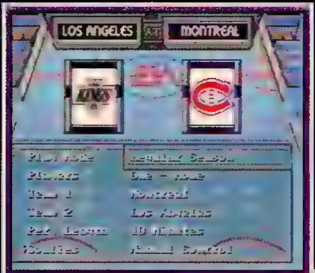
Icing
1st 8 47
ANH 0
STL 0

The referees are very particular when it comes to penalties.



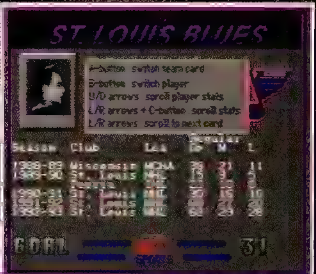
GOAL!
19 Shanahan (1)
1st 3 11
ANH 0
STL 1

Check out the awesome hat trick. Nice play!



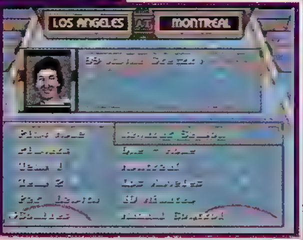
LOS ANGELES
AT
MONTREAL
Play Mode
Regular Season
Players
One - None
Team 1
Montreal
Team 2
Los Angeles
Per. Length
10 Minutes
Goalies
Manual Control

EA SPORTS, the company that brought you NHL Hockey '93 for the Sega Genesis has now branched out to the Sega CD with its new release, NHL Hockey '94. The new '94 version features all the real teams and logos of the NHL, with updated player stats and team rosters. One of the more noticeable changes from '93 is the option of having full goalie control, and the ability to play two-against-two with the new four-player hookup for the controller. The CD sound and improved game play will satisfy even the most hard-core hockey fanatic.

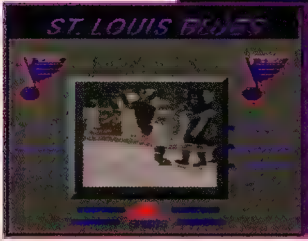


ST. LOUIS BLUES
A-button switch team card
B-button switch player
U/D arrows scroll player stats
L/R arrows + C-button scroll stats
L/R arrows scroll to next card
Regular
Season
Club
Lea
GP
W
L
GOAL
31

During the game, you can pause and go to the main menu and access over 15 different options. Here's just a few: change goalie, edit lines, team roster, instant replay, game and player stats, record holders and even a crowd meter.



LOS ANGELES
AT
MONTREAL
99
Play Mode
Regular Season
Players
One - None
Team 1
Montreal
Team 2
Los Angeles
Per. Length
10 Minutes
Goalies
Manual Control



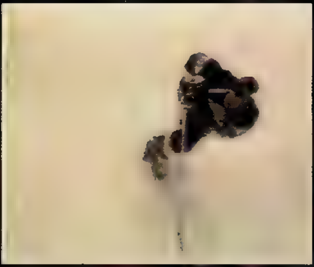
ST. LOUIS BLUES

NHL Hockey '94, is loaded with just about any type of stat you could ever imagine. You can preview stats for each team, player and arena. Plus, there are 300 video clips of live NHL action, *and* digitized cards of each player.

Screen shots are preliminary and subject to change.

GREAT CINEMAS THROUGHOUT THE GAME!

All through the game you will see fantastic cinema shots like these. They add a sense of realism that you can't get anywhere else! It's great to see players that you know in your game.



THE OFFICIAL NHL '94 GAME CARD SET

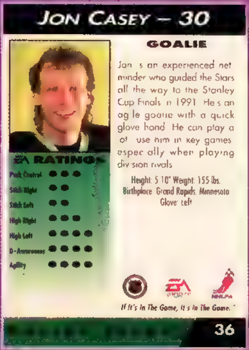
NHL '94 hint cards are loaded with the actual ratings and inside tips you need to win. For the first time actual NHL '94 player ratings are available on individual cards. There are 225 cards in all including: 155 player cards, 28 team cards, 8 special skill cards and 14 designer tip cards and 20 new feature cards.

To Order: Just call Electronic Arts at 800-245-4525 Anytime in the USA or Canada. You can order with your Visa/ MC/ Discover. Or, send check or money order for $19.95+ 4.00 shipping and handling+ sales tax (if applicable). Make checks payable to Electronic Arts (US $, drawn on US or Canadian bank) and send to :

Electronic Arts Direct
PO Box 753
San Mateo, CA 94403

STARS
JON CASEY

PLAYER CARD



JON CASEY – 30

GOALIE

Jon is an experienced net minder who guided the Stars all the way to the Stanley Cup Finals in 1991. He's an agile goalie with a quick glove hand. He can play a lot; use him in key games especially when playing division rivals.

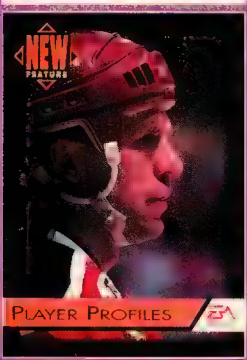
Height: 5'10" Weight: 155 lbs.
Birthplace: Grand Rapids, Minnesota
Glove: left

EA RATINGS

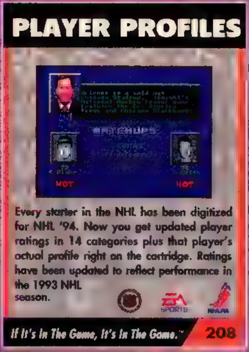
Puck Control	●●●
Stick Right	●●
Stick Left	●●
High Right	●●●
High Left	●●●●
D-Awareness	●●●●
Agility	●●●●

If It's In The Game, It's In The Game.™

36



NEW FEATURE CARD

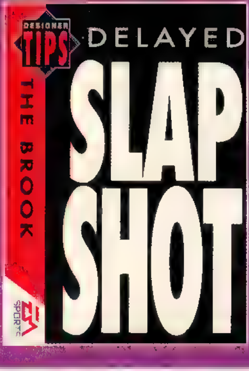


PLAYER PROFILES

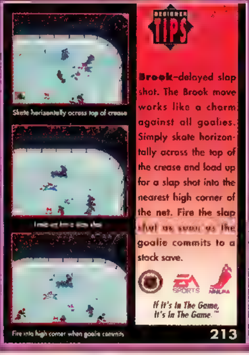
Every starter in the NHL has been digitized for NHL '94. Now you get updated player ratings in 14 categories plus that player's actual profile right on the cartridge. Ratings have been updated to reflect performance in the 1993 NHL season.

If It's In The Game, It's In The Game.™

208



DESIGNER TIP CARD



DESIGNER TIPS

Skate horizontally across top of crease

Load up for a slap shot

Fire into high corner when goalie commits

Brook–delayed slap shot. The Brook move works like a charm against all goalies. Simply skate horizontally across the top of the crease and load up for a slap shot into the nearest high corner of the net. Fire the slap shot as soon as the goalie commits to a stack save.

If It's In The Game, It's In The Game.™

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JOHN MADDEN FOOTBALL

3DO

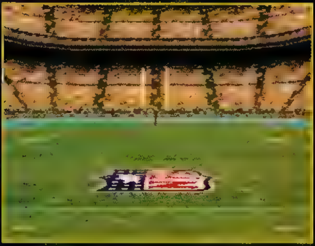
3DO

The second you fire this cart up you're not going to believe your eyes as you see the awesome graphics being thrown at you. It's so intense you can actually see the reflection of the background in the Lombardi trophy as it rotates.

STEELERS
COWBOYS
NFL
NFL
NFL

The man who has provided some of the best commentary for football games in the past is making a new debut on the 3DO system. Madden will give you tips on choosing between 38 teams: 28 from the "92" roster, 8 greatest and two Madden.

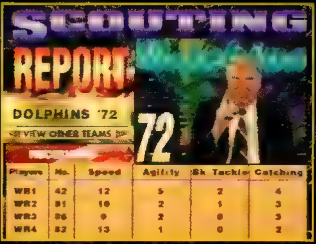
John Madden Football features very realistic players that are fully digitized, along with a real 3-D stadium. If you're looking for genuine NFL action, this is the closest you're going to get without being at the game.



TEAM MATCH-UP

One of the bonuses of the game is all the information that is at your fingertips about each team and individual players. John Madden Football also has a huge assortment of plays, over 100 for each team. Excellent!

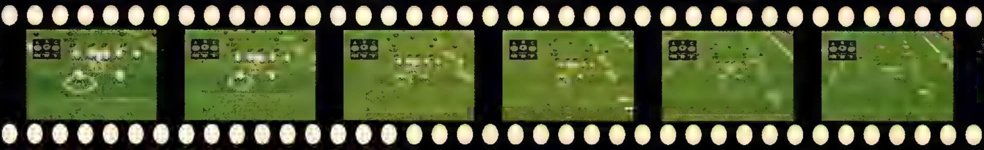
One of the greatest options of this game is that Madden will give his own scouting report of each team by previewing real films of some of the most incredible plays ever made.

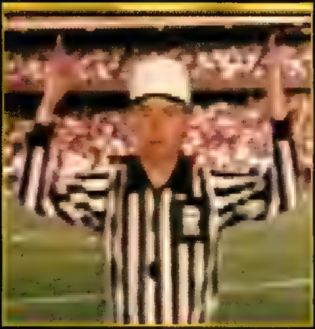


DOLPHINS '72

Players	No.	Speed	Agility	Sh Tackle	Catching
WR1	42	12	5	2	4
WR2	81	10	2	1	3
WR3	86	9	2	0	3
WR4	82	13	1	0	2

Madden gives his scouting report on the eight greatest and two all Madden teams.

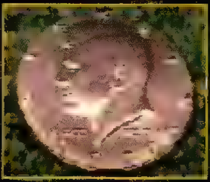




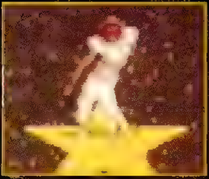
What good would a football game be without referees? Madden has it all!

JOHN MADDEN FOOTBALL

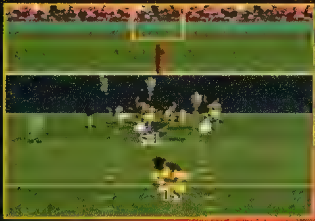
John Madden and EA SPORTS, two of the most important names when it comes to sports and video games, have teamed up to bring one of the most impressive football games to the new 3DO system. If you've been a fan of John Madden's earlier football games then you're going to fall in love with this one. It features some of the most incredible graphics, such as NFL video footage from each team and digitized audio and video commentary from the gridiron genius himself, John Madden.

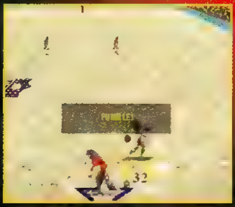


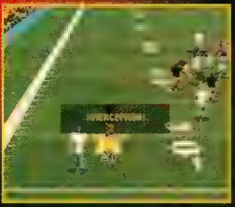
Every aspect of the game, down to the coin toss was made realistically by digitized video.



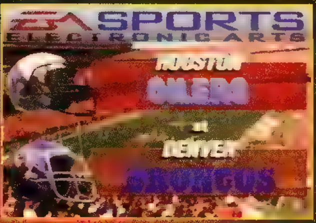
Madden carries on the tradition of NFL football with dancing celebrations after each touchdown.

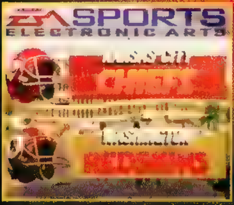


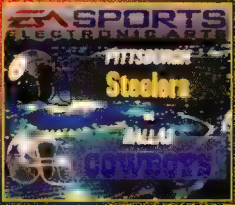



INTERCEPTION!

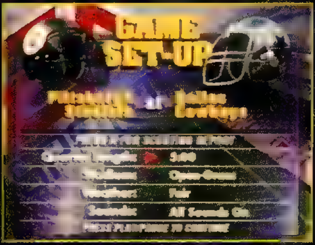
John Madden features real NFL teams, logos and player numbers. The instant replay feature lets you scan on any player and also has a cool tilt zoom on the camera.


EA SPORTS
ELECTRONIC ARTS
HOUSTON
OILERS
at
DENVER
BRONCOS


EA SPORTS
ELECTRONIC ARTS
KANSAS CITY
CHIEFS
at
WASHINGTON
REDSKINS

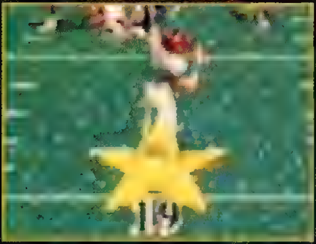

EA SPORTS
ELECTRONIC ARTS
PITTSBURGH
Steelers
at
DALLAS
COWBOYS

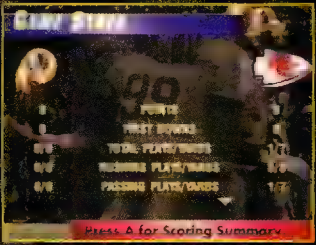
Watch the digitized background shots of the teams. Check out the stadium shots: Denver's Mile High, and Washington's R.F.K. Could Dallas be playing a Monday night game?


GAME SET-UP
Pittsburgh Steelers at Dallas Cowboys
Quarter Length: 5:00
Stadium: Open-Dome
Weather: Fair
Sounds: All Sounds On
PRESS PLAY/PAUSE TO CONTINUE

At the Game Set-Up there are many options such as time, weather and sound.

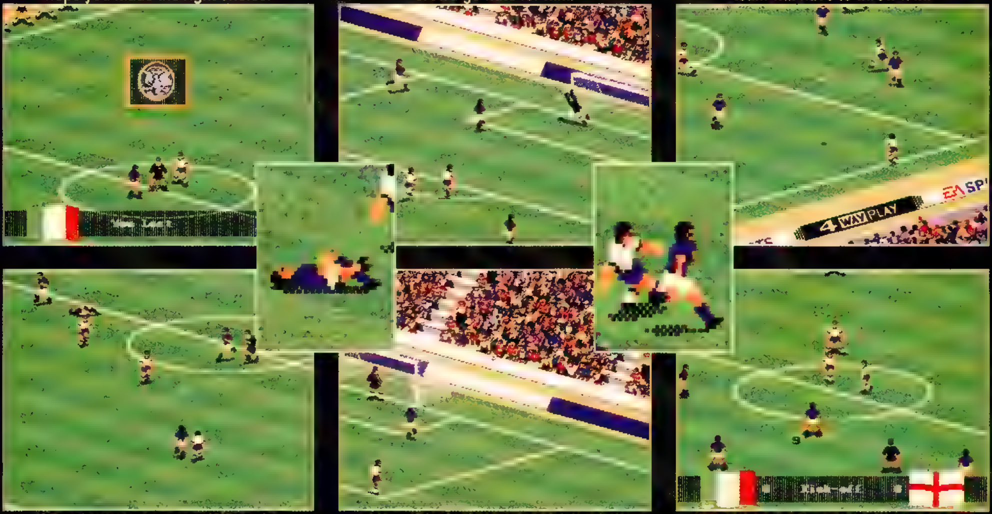
In this game, number 19 plays—unlike in the real NFL.




POINTS
FIRST DOWNS
TOTAL PLAYS/YARDS
RUSHING PLAYS/YARDS
PASSING PLAYS/YARDS
Press A for Scoring Summary

There are plenty of stats for each team and player. You can also sub QBs!

FIFA INTERNATIONAL SOCCER


EA SP
4 WAY PLAY

After the coin toss, pick a side and hope you made the right choice.

This goalie is awesome! Watch the crowd go nuts for him.

If the ball goes out on you, the other team will have to throw it in.

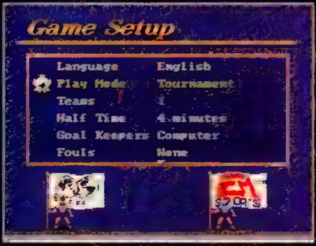
The play goes on, even if there is a man down on the field!

After a blocked shot on goal, the ball flies out into the crowd.

Your player is always highlighted by the yellow star surrounding him.

GAME OPTIONS!

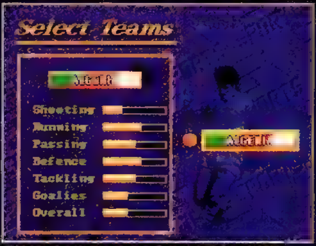
This Genesis game has many options: the choice of game play, teams, time limits and many other options. All of these options make this an intense and involving game to play. There is also an instant replay feature that lets you watch your plays!



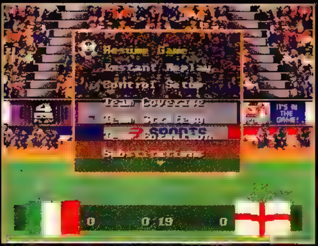
Game Setup

Language English
Play Mode Tournament
Teams 1
Half Time 4 minutes
Goal Keepers Computer
Fouls None

In the game Setup Mode, you can can choose language, Play Mode and other unique options to spice up the match.


Select Teams
Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

This mode lets you view the stats of the teams that you can choose from, so you can make a wise decision.

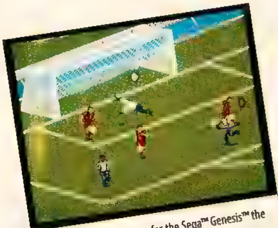

Resume Game
Instant Replay
Control Setup
Team Coverage
Team Strategy
Substitutions
0 0:19 0
IT'S IN THE GAME!

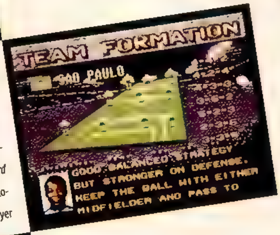
When you pause the game, this menu allows you to see aspects of the game, like instant replay and change formations.

"I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.

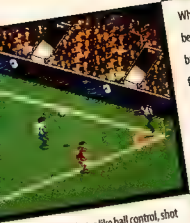
Then It Hit Me."

ACCOLADE
GAMES WITH PERSONALITY

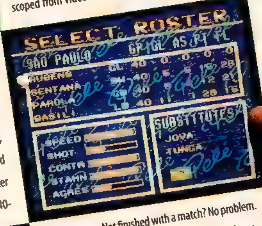


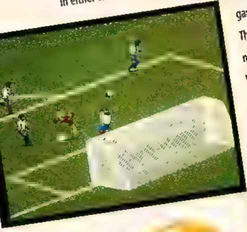

TEAM FORMATION
SAO PAULO

GOOD BALANCED STRATEGY BUT STRONGER ON DEFENSE. KEEP THE BALL WITH EITHER MIDFIELDER AND PASS TO



What makes *Pelé! Soccer* for the Sega™ Genesis™ the best? It's not only designed by a game expert, it's designed by the world's greatest soccer expert. Pelé. With special features like a 30°-35° slanted field perspective, designed to give you the truest sense of how enormous a real soccer field is. *Team Logic,* which makes players move *toward* passes. Plus, extra-large images that are actually rotoscoped from video of international players. Fix player attributes like ball control, shot accuracy, stamina, speed and aggressiveness. Sharpen your skills in goalie or shootout mode. Master moves like bicycle kicks, sliding tackles, headers, traps and dives. Then play world-class soccer in either tournament play or a 40-game season. Not finished with a match? No problem. The "memory chip" allows you to save season and tournament play, win-loss-tie records, and goals scored. What's more, for your team, the memory chip also saves individual player stats like games played, goals, assists and fouls. This is how soccer was meant to be played. How would we know? Pelé did the research. *To order, head to your favorite retailer.* Or call 1-800-245-7744.


SELECT ROSTER
SAO PAULO
GP GL AS PT FL
RUBENS
SENTANA
PARDLA
BASILI
SPEED
SHOT
CONTR
STAMN
AGRES
SUBSTITUTES
JOVA
TUNGA
Pelé



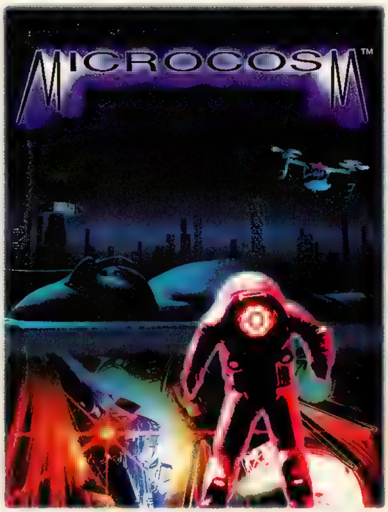
FREE Soccer Ball With Every Purchase!*

1·2 PLAYERS·1·2 PLAYERS

*While supplies last. See package or retailer for details. Licensed by Sega Enterprises Ltd. for play on the Sega Genesis System. Sega and Genesis are trademarks of Sega Enterprises Ltd. Pelé, Pelé's signature and Pelé's likeness are trademarks of Glory Establishment used under license by Accolade, Inc. © 1993 Accolade, Inc. All rights reserved.

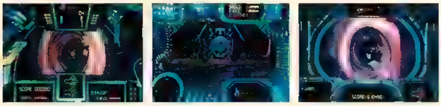
Psygnosis CD's, you Just play it.

A BRAIN IS A TERRIBLE THING TO WASTE.



Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.

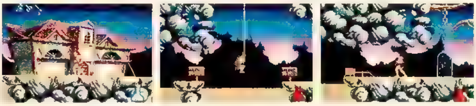


YOU MAY BE BRAVE ENOUGH, BUT ARE YOU SMART ENOUGH.

SHADOW OF THE BEAST II™

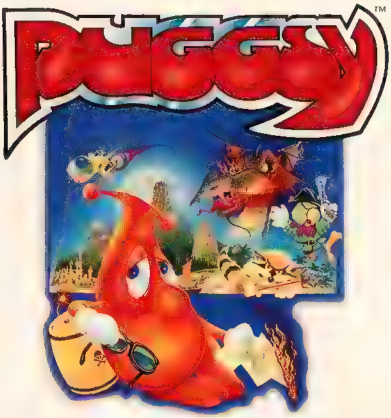
If this quest was simply a test of physical prowess, you would be all set. But the truth is, your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.



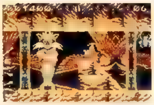
don't have to Psay it.

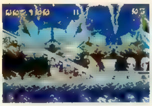
FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and "Easter eggs" and featuring; *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.





Psygnosis takes you to the cutting edge of SEGA CD™ technology, with three new games that are guaranteed to challenge, thrill and amuse you. SEGA CD™ has got what it takes to blow you away, with enhanced video animation, more play levels, and the intense music and sound effect of QSound with 3-D sound processing. Take SEGA CD™ to the outer limits with Psygnosis' new games; Puggsy, Microcosm and Shadow of the Beast II. Psygnosis CD is *Psensational*.

If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

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GENESIS

SEGA CD
WELCOME TO THE NEXT LEVEL

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794

SPECIAL FEATURE!

SE

SPO

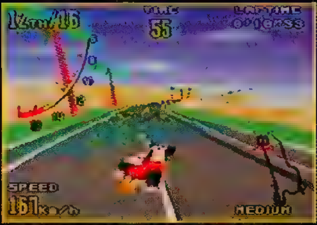
THE SPORTS WARFARE STARTS ONCE AGAIN AND SEGA HAS DEVELOPED A NUMBER OF INCREDIBLY INTENSE GAMES. WITH THE INTRODUCTION OF THE NEW DSP CHIP TECHNOLOGY, SEGA LAUNCHES VIDEO GAMES TO NEW HEIGHTS.

With many companies making sports games, it is hard to pick from the huge (I mean immense) variety of sports carts. One company that you can really look up to is Sega Sports.

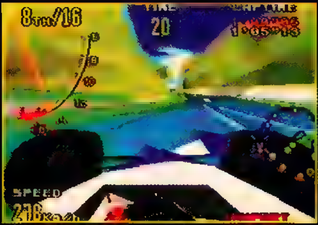
Sega has released a wide assortment of sports games in relation to baseball, football, racing and many others that you can play on the Sega CD, Genesis and Game Gear. In the following pages, you will see the screen shots and decide on your own how intense you think they really are. Sega's new lineup is: NFL's Greatest: S.F. 49ERS vs. Dallas Cowboys CD; Pebble Beach Golf Links; NBA Action '94: Hosted by Marv Albert; World Series Baseball; Greatest Heavyweights; NFL Football '94: Starring Joe Montana; Wimbledon Championship Tennis; GP Rider and finally the long-awaited Virtua Racing.

With other great games coming and with the New DSP Chip technology (which is being used in Virtua Racing) allowing graphics (especially polygon graphics) to go even faster, no one knows what Sega has in their pockets. Hmm...VR Basketball?

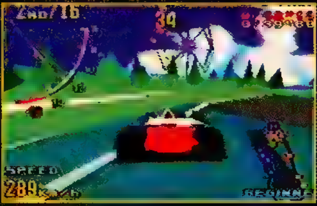
VR Virtua Racing

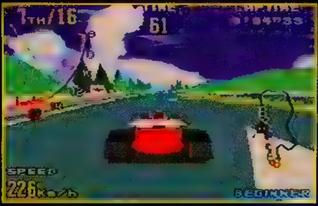


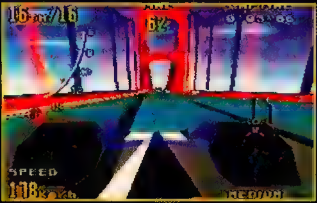
Like the arcade version, you can pick from a number of views: cockpit, chase, overview, etc.. Keep track of your speed, lap time and standing throughout the race. Pick from Beginner, Medium or Expert Mode. But remember to watch for incoming cars or you'll be eating dirt.

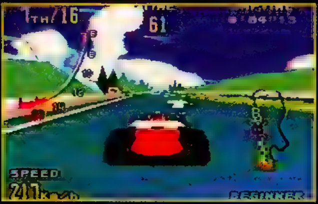


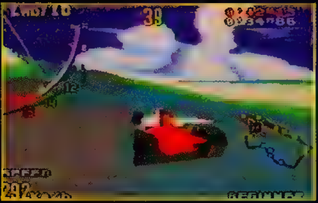
Virtua Racing has been the hottest game in the arcades. With the new DSP Chip technology, you can now save your quarters and play this intense game right in your living room. Very smooth polygon graphics are maintained in this version. Race through multiple courses and view the action from different perspectives.





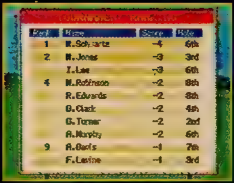




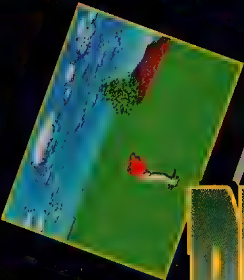


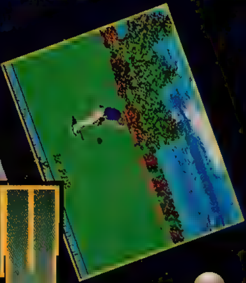
Screen shots are preliminary and subject to change.

Pebble Beach is considered as the most famous and incredible golf course in the U.S. The map of the course in the Genesis version is not quite as accurate in details (such as the trees, and size of the course), graphics and animations are highly commendable. This golf game differs from others because of this, but it has multiple options improving the way you play on screen.

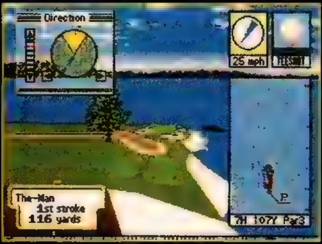


Rank	Name	Score	Hole
1	W.Schwartz	-4	6th
2	M.Jones	-3	3rd
	I.Lee	-3	6th
4	M.Robinson	-2	8th
	R.Edwards	-2	8th
	D.Clark	-2	4th
	G.Turner	-2	2nd
	A.Murphy	-2	6th
9	A.Davis	-1	7th
	F.Levine	-1	3rd

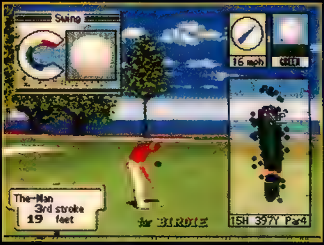




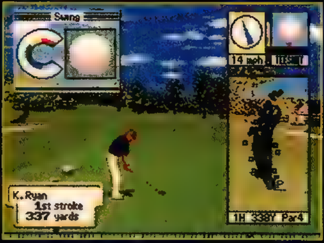
PEBBLE BEACH GOLF LINKS


Direction
25 mph
TEESHOT
The-Man
1st stroke
116 yards
7H 107Y Par3

Practice, Stroke Play, Match Play, Skins Game,and Tournament Game are the various modes you can choose from when competing against 48 of the top players around. Before play, you can enter your own name or any famous name you want to be in the game.

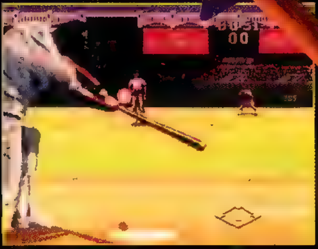

Swing
16 mph
GREEN
The-Man
3rd stroke
19 feet
for BIRDIE
15H 397Y Par4

Some of the features found in the game are Caddie Advice, Instant Replay, Putting Grid, Leader Board and Hole Fly-bys which helps you study the layout of the course. Invite your friends over, because this version is compatible for one to four players. More the merrier.

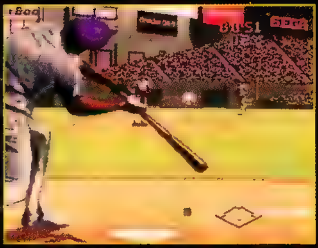

Swing
14 mph
TEESHOT
K.Ryan
1st stroke
337 yards
1H 338Y Par4

There is also a Battery Back Feature which allows you to save your round and enables you to come back to your tournament. Longest drive, fairways hit, greens hit in regulation, putts per hole are recorded and kept up to date.

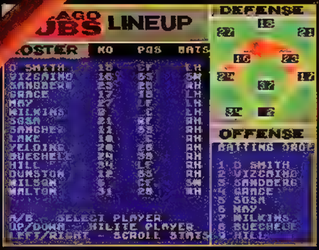
World Series BASEBALL



SEGA
World Series
BASEBALL
PRESS START TO PLAY



A sequel to Sports Talk Baseball, World Series Baseball is the only baseball game licensed by Major League Baseball and the Players Association that supports all 28 teams, nicknames, logos and stadiums. You can even play the new Colorado Rockies and the Florida Marlins. All the actual stats and skill attributes from the '93 season are here. Full season action commences with the choice of League Play, All-Star Game, League Championship Series and the World Series. With the all-new "In the Batter's Box" view, you can really see the ball coming right at you. Sports Talk's play-by-play and color commentary has been improved. Battery backup enables you to record your full season stats and standings. Incredible graphics really show off the game by the way the players bat, run and throw like the real baseball players. Play against the computer or against a friend. Look for it this spring.



AGO JBS LINEUP

OSTER	NO	POS	BATS
D SMITH	18	CF	LH
VIZCAINO	16	SS	SH
SANDBERG	23	2B	RH
GRACE	17	1B	LH
MAY	27	LF	LH
WILKINS	6	C	LH
SOSA	21	RF	RH
SANCHEZ	11	SS	RH
LAKE	10	C	RH
YELDING	20	2B	RH
BUECHELE	24	3B	RH
HILL	34	LF	RH
DUNSTON	12	SS	RH
WILSON	6	CF	SH
WALTON	31	2B	RH

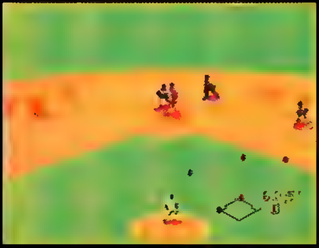
A/B - SELECT PLAYER
UP/DOWN - HILITE PLAYER
LEFT/RIGHT - SCROLL STATS

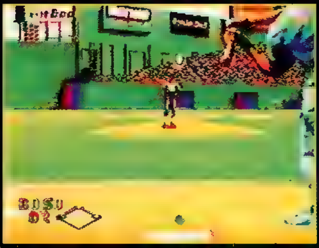
DEFENSE

OFFENSE

BATTING ORDE

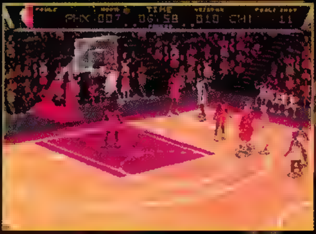
1 D SMITH
2 VIZCAINO
3 SANDBERG
4 GRACE
5 SOSA
6 MAY
7 WILKINS
8 BUECHELE
9 HILL





NBA ACTION '94

HOSTED by MARV ALBERT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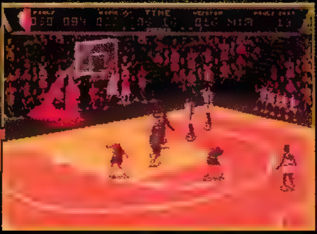
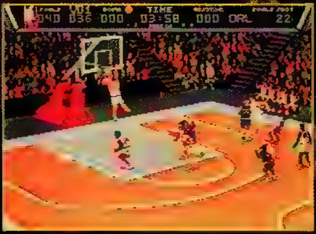


NBA Action '94 delivers everything you want in a basketball game, plus it's hosted by sports commentator, Marv Albert. What more could you want in a game? Well, let me tell ya somethin'! NBA Action '94 has all of the real 27 teams, players, logos and full season play and stats. There are five playing modes you can choose from such as: NBA Exhibition, Season, All-Star Game, Playoffs and NBA Finals. Just imagine if you had the best basketball team ever? Well there is an option in the game that allows you to pick a team out of 30 all-time greats from the Hall of Fame. Blistering graphics and animations of players doing dunks like tomahawk jam, backdoor pass and crossover dribble makes you think you are in the game.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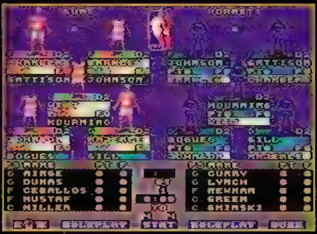
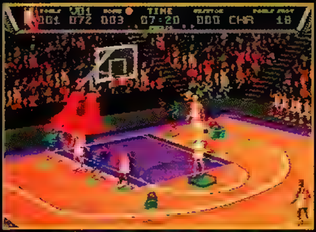

SUNS
HORNETS
MOURNING
AINGE
DUMAS
CEBALLOS
MUSTAF
MILLER
CURRY
LYNCH
NEWMAN
GREEN
GMINSKI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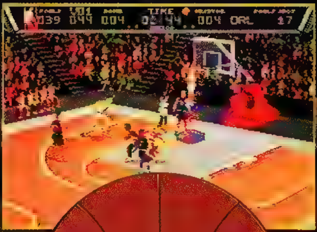
During play, you can press for speed bursts to catch up to the person who has the ball. Multiple "in your face" and "brag dunks" makes this game more exciting than others. But, watch out for the "not in my house" blocks. A becoming feature in a sports game is the battery backup, to save your stats and standings throughout the season. Get the tape because it's a four-player game. Awesome!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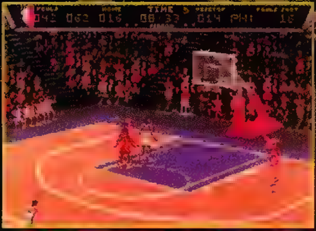
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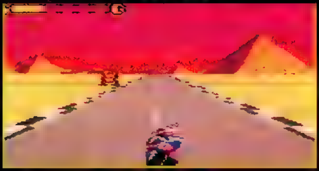
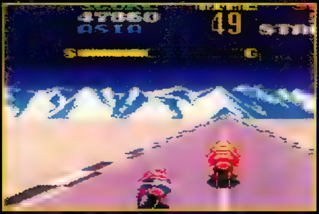
SEGA SPORTS

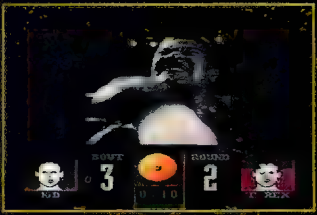
GP RIDER

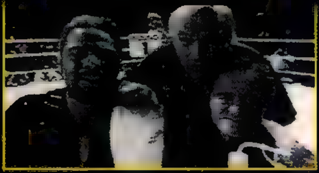
Put on your riding gear and get ready to rip through the tracks on GP Rider for the Game Gear. Race courses around the world against 15 CPU competitors. Race in Arcade, Tournament or Grand Prix Circuit Mode which has 15 courses. As well, pick from three bikes you can terrorize the tracks on. Be careful riding in different countries where weather conditions may be dangerous.





PRIZE FIGHTER

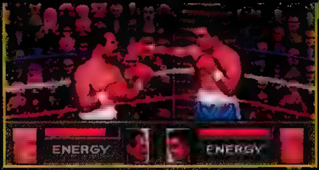


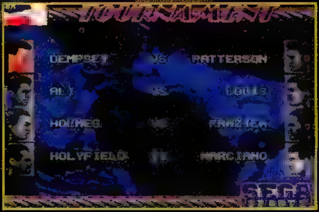


Picture an interactive boxing game that uses full-motion video directed by Ron Stein (creator of the boxing sequences in *Raging Bull* and the *Rocky* series) with the help of TruVideo technology. Then, add in some trainers, cornermen, referees and hecklers shouting at you during the boxing matches and there you have it—Prize Fighter for the Sega CD. For more information look at pg. 260.

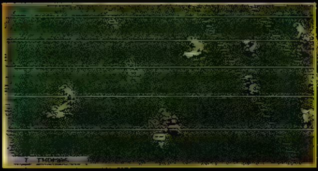
GREATEST HEAVYWEIGHTS

This cart is similar to the layout of Evander Holyfield's "Real Deal" Boxing. Yet you can't beat the lineup of the best boxers of all time: Jack Dempsey, Joe Frazier, Muhammad Ali, Larry Holmes, Evander Holyfield, Joe Louis, Rocky Marciano and Floyd Patterson. Improved digitized backgrounds and sound make every jab, block and punch quite realistic. This one's a real knockout.





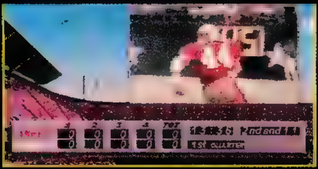
NFL FOOTBALL '94

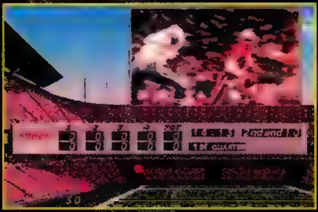


Joe Montana is back again with the new NFL Football '94. This game now has all 800 plus NFL players. Choose from 28 NFL teams, logos and colors. New "Behind the Quarterback" view changes the overall game perspective. Animations of players in the game are as close to the real players throwing, running or tackling. New feature "speed bursts" add excitement to game play.

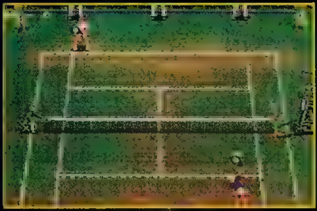
NFL'S GREATEST

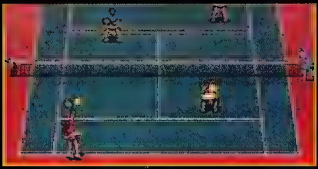
Interactive football, what can Sega think of next? This cart has real NFL film footage of the San Francisco 49ERS and the Dallas Cowboys. Many fans of the two teams should pick this one because of the full-motion video. Choose among 28 greats like Roger Staubach, Troy Aikman, Emmitt Smith or Tony Dorsett. Play like a coach where you can the call the winning shots.





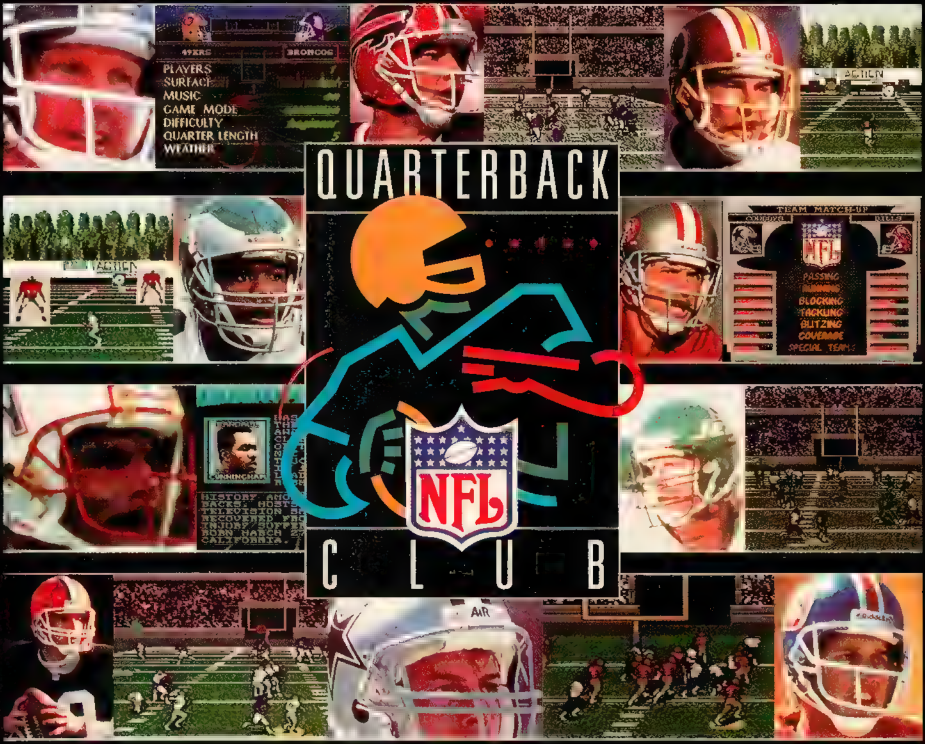
WIMBLEDON TENNIS





Grab your tennis gear and play at one of the Grand Slam tennis courts—Wimbledon Centre Court. Here is where you can smell the grass of England. Select from 24 players: 12 men and 12 women! Each player has different strengths and skills in court coverage, serve, volley, forehand and backhand. Also pick from different surface courts. Play against someone or as teammates.

THE ONLY WAY TO PLAY THE GAME!


49ERS
BRONCOS
PLAYERS
SURFACE
MUSIC
GAME MODE
DIFFICULTY
QUARTER LENGTH
WEATHER
ACTION
QUARTERBACK
CLUB
NFL
TEAM MATCH-UP
COWBOYS
BILLS
PASSING
RUNNING
BLOCKING
TACKLING
BLITZING
COVERAGE
SPECIAL TEAMS
CUNNINGHAM
AIR

IT'S GAME TIME! PLAY THROUGH THE EYES OF THE NFL'S BEST!

AIKMAN, KELLY, CUNNINGHAM, MOON -- THEY'RE ALL HERE! THE UNIQUE QUARTERBACK-VIEW PERSPECTIVE PUTS *YOU* ON THE FIELD AND IN CONTROL!

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- All 28 NFL teams
- 128 offensive and defensive plays
- Playoff and Super Bowl Matchups
- Trade quarterbacks... and see who's really #1!
- Exclusive NFL Quarterback Challenge™ mode

NFL™ QUARTERBACK CLUB™

EITHER YOU'RE THE BEST OR JUST ONE OF THE REST!

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QUARTERBACK
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SPECIAL FEATURE!

TENGEN

Tengen's new game lineup is going to prove once and for all that they are a force to be reckoned with in the video game industry. Never a company to rest on its laurels, Tengen has some truly impressive games slated for the upcoming months. Here are just a few of the Tengen titles which will be released soon on the various gaming platforms.

The first game, Prince of Persia, is an extremely popular title which will be released for the Sega Genesis. Featuring unbelievably fluid animation combined with a great story line, Prince of Persia will situate itself as one of the more popular of the new carts for the Genesis.

The second game is Bubba 'N Stix which is an action game for the Genesis with a twist. Here, you control the actions of Bubba who uses his pal Stix to wipe out enemies, climb walls and perform other assorted tasks. Stix is, quite literally, a stick with a certain...how shall we say it... utilitarian value. This looks to be a very fresh concept as well as a really fun game!

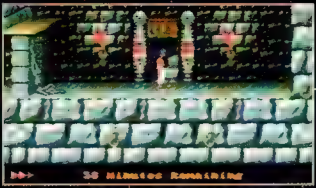
The next game is a Sega CD shooter called Soul Star. Following in the paths of StarFox and Silpheed, Soul Star uses special effects and rough-and-tumble game play to blast you through the cosmos. The scaling effects are among the cleanest, most precise ever seen on the home gaming market. It's a real killer!

The final game, which is showcased in the following pages, is a battle simulator/shooter called Battle Corps. Here, you pilot a combination aircraft/tank through different battlefields while using sophisticated instruments and weapons systems to guide your way.

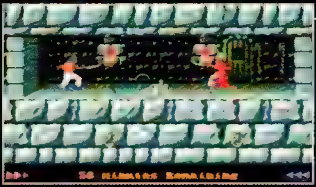
Tengen looks to make its mark in the upcoming year with a barrage of high-quality, intensely realistic and downright fun video games. Look out world!

TENGEN

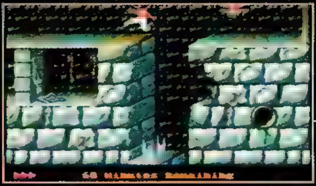
Prince of Persia



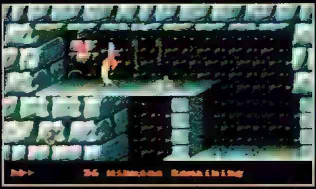
In Prince of Persia, time is of the essence. If you waste precious time, you'll be dead!



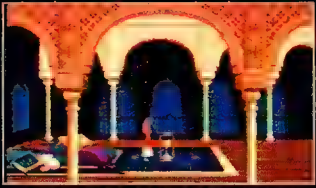
Throughout the various levels, you'll have to fight several sword-wielding enemies.



You'll encounter many tricky booby traps like this spiked pit during your adventure.

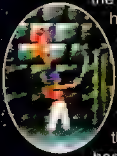


After you drink the magic potion, part of your precious life-energy is increased!



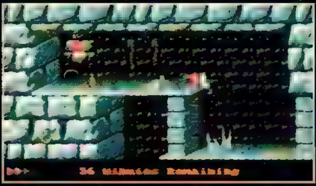
There she is! The king is holding your princess hostage (notice the hourglass).

Prince of Persia has finally made its way to the Sega Genesis! Fans of this game who have been waiting patiently for its arrival to the Genesis will not be disappointed.

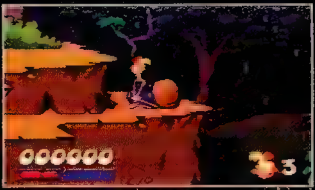


The story centers on the kidnapping of the Princess, who is being held hostage by an evil Sultan. The Prince has a set amount of time to find her before it's too late! Sounds easy, huh? WRONG-O! The path to the Princess is strewn with booby traps and armed enemies who would sooner lop off one of your ears rather than ask you the time of day!

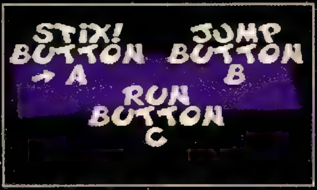
Highlighting this cart is the incredibly smooth animation of the characters that made this game so popular on other formats. The challenge is high and the action is very intense. This game is no cakewalk, so be prepared for a challenge that will make your Genesis begin to smoke. Right on Tengen!



The animations in Prince of Persia will really blow your mind! They are incredible!

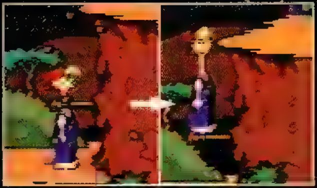


Use Stix in a variety of situations. Here, Bubba uses Stix to roll a large rock.



STIX! BUTTON → A
JUMP BUTTON B
RUN BUTTON C

Customize your controllers to fit your individual playing style.

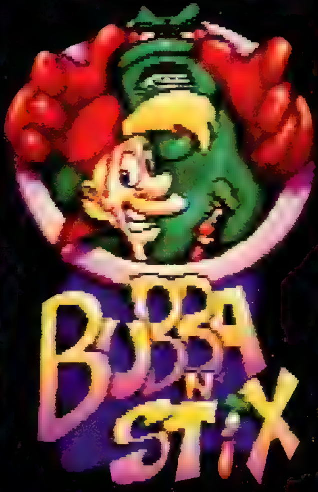


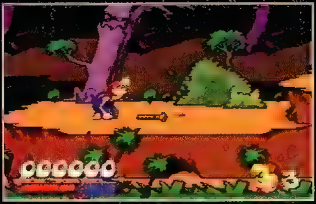
You can also use Stix to help you climb walls. Just put it into a wall and hop on!

OK everybody, here comes a game with big time personality! It's Tengen's Bubba 'N Stix for the Sega Genesis. This cart is definitely unique.

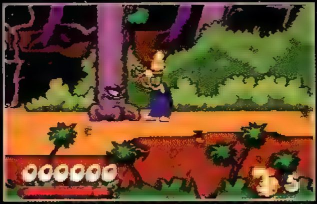
You play the part of Bubba, a hapless youth who uses his friend Stix to get himself out of some rather interesting predicaments. Stix is a stick (duh!) which can be used for several different purposes. Among these are killing enemies, climbing walls, turning over boulders and other wild stuff! Bubba 'N Stix is not all fun and games (wow, what a hideous pun!). Your adventure is filled with hidden dangers. For one thing, there are enemies everywhere! Use Stix to dispatch these creatures quickly. Also, you must discover ways to cross various obstacles by using Stix. This is a game with a learning curve!

Bubba 'N Stix is a very unusual game that offers gamers big fun wrapped in a small package.

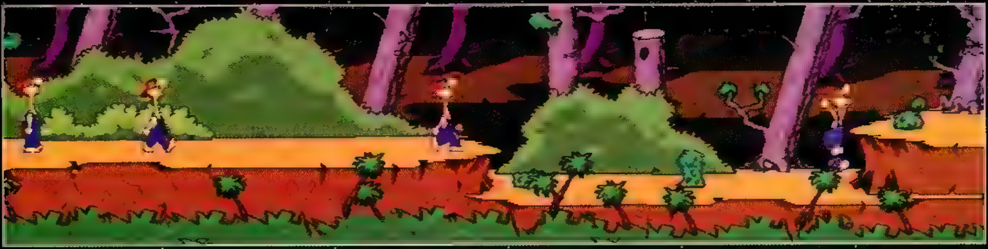


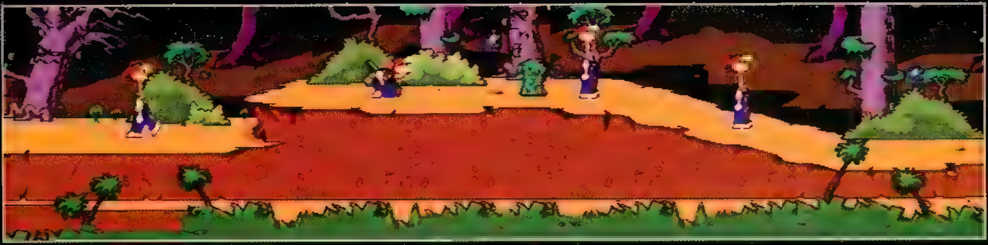


Bubba can throw Stix at enemies. Stix will then come back like a boomerang.



Bubba 'N Stix is an action title which will appeal to a large cross section of gamers.



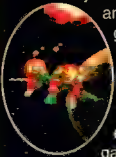


SPECIAL FEATURE!

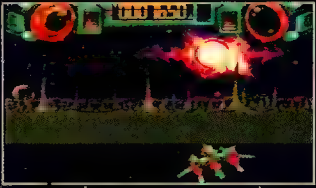
There's a new game coming to the Sega CD which could quite possibly redefine the way you look at shooters. It's called Soul Star by Core, for Tengen, and it's really something special. Taking its cue from the likes of Silpheed and StarFox, this dynamo is a blaster extravaganza!

You are the pilot of one of the most advanced pieces of technology to ever blast past a dark nebula. You will fly at neck-breaking speeds through all manner of alien assaults. As the battle wages painfully on, you will blast onto the surface of various planets for some close contact, air-to-surface bombardment. Your pulse will instantly climb to heart attack levels, as you duck in and out of obstacles and enemy fire.

Soul Star takes full advantage of the advanced capabilities of the Sega CD system. The scaling effects are among the best seen in a game of this type. They are smooth and flowing with minimal chop. These effects are not just for show, either! They really enhance the play of the game, as well as the feeling of actual participation. You will feel every twist and turn that your spacecraft makes!

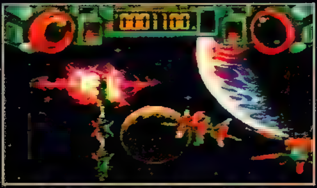


Tengen's Soul Star is a shooter which uses special effects not just for the sake of show, but rather to draw the player into this parallel universe where just about anything is possible. This is one shooter you really don't want to miss. Fans of the latest breed of "specialty shooters" will especially be pleased by the special effects melded with strong game play.

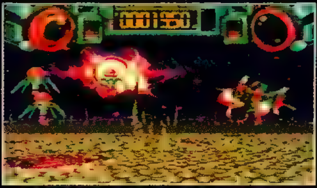


You will be instantly blown away by the special effects in Soul Star!

SOUL STAR



Use your instrument panel (at top) to gauge how much energy you have left.



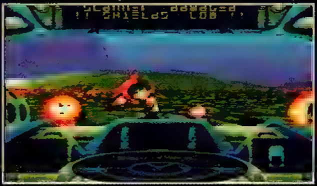
Weird enemies will quickly come at you from all angles, so be prepared!

BATTLE CORPS

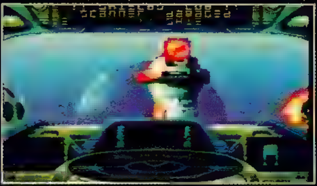
Battle Corps, also by Core for Tengen, for the Sega CD is another game with plenty of action to keep even the most serious game player happy for many hours. Set in a futuristic landscape, you are the driver of an advanced fighting machine that is two-thirds tank, one-third jump jet.

As you tool about, you are under a constant barrage of heavy enemy fire. You must count on your wits and keen aim to make it through each progressively harder level. Robotic battle droids will make your life a living nightmare as they are launched at you from underground.

Using awesome special effects, Battle Corps is a great action/shooting game that will boggle your senses. Rest assured, Battle Corps by Tengen is going to be BIG!



Keep your eyes on the status gauge at the top of the screen for vital information.



By using your jets, you can blast enemies you ordinarily couldn't reach!

THIS IS ONE RPG THAT'S OUT OF THIS WORLD •••

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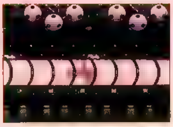
PALADIN'S QUEST
ENIX
SUPER NINTENDO
ENTERTAINMENT SYSTEM
Nintendo

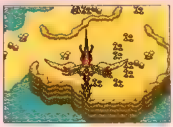
••• LITERALLY!

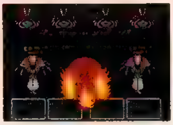
PALADIN'S QUEST brings excitement and adventure to your SNES this winter!

Beautifully illustrated art and orchestrated music take you on a journey through time and space. Set far off in the outer reaches of space, the unfamiliar planet, Lennus, beckons. Explore its vast and unknown landscape.

Traveling through time entwines you in a mind-bending adventure in search of Dragons, Wizards, and even Alter Egos!







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- *Explore the past, present, AND FUTURE!*
- *New unique and bizarre forms of travel*
- *Over 35 hours of game play!*

FROM ONE OF THE PREMIER RPG COMPANIES IN AMERICA!

ENIX

YES, You Can Take it Everywhere.

(Well almost...we don't suggest scuba diving)

How many times have you wished you could take your GameGear™ to the beach, by the pool, or out on a rainy day? Well, with STD's water-resistant, shock-absorbing play-in case, you can do just that and more. STD's Handy Gear also keeps your Game Gear™ safe from your little brother. After all, he's always spilling stuff on it and dropping it. It's only a matter of time before he totally destroys it. The Handy Gear's unique outer casing makes it little brother-proof. Plus, the Handy Gear's carrying strap goes around your neck to make sure he can't grab it without a fight. And it makes things easier when you're playing on the move too. The Handy Gear also has hot extras to make game play even better: 2x screen magnification for better visibility, adjustable screen protector to reduce glare, and inner storage for an extra cart. So seal up your GameGear™ and take it anywhere you want to go 'cause this is one game that won't get rained out.

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GameGear™ is a Trademark [illegible]
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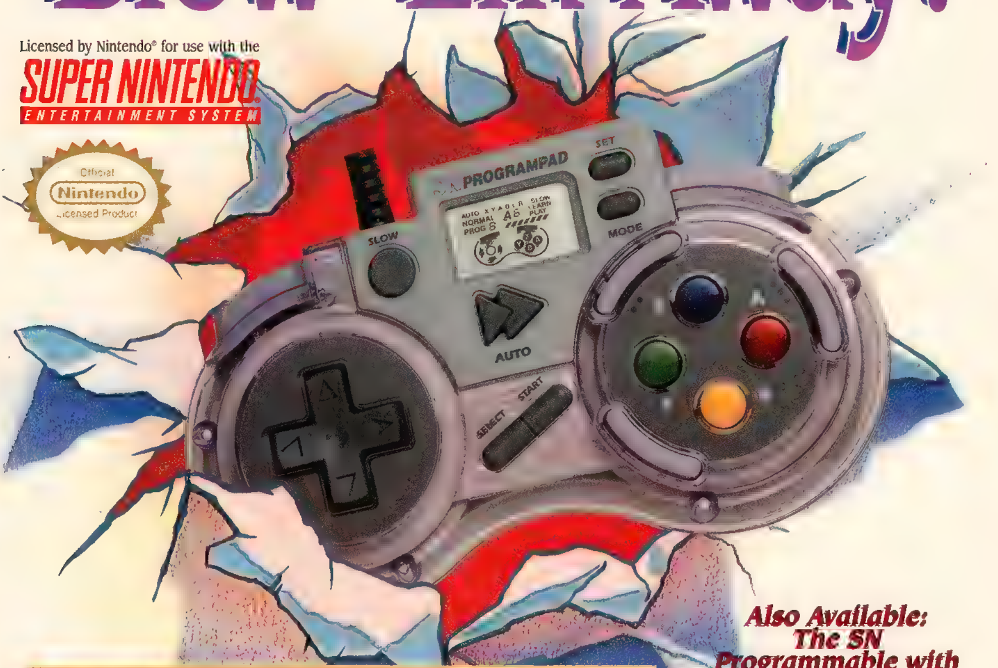
THE HANDY GEAR

WHY LIMIT YOURSELF?

Blow 'Em Away!

Licensed by Nintendo® for use with the SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Licensed Product

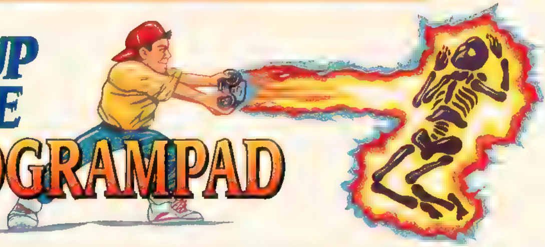


Also Available: The SN Programmable with battery back-up!

PROGRAMMABLE

The [illegible] blasts through your [illegible] & [illegible] opposition one by one. You can do a Dragon Punch*, Spinning Pile Driver*, Sonic Boom*, Hurricane Uppercut**, Burn Knuckle**, Dragon Bullet** & many more by hitting one button. When you're done sticking it to these tough games, use the ProgramPad's 6 memory spaces to program your favorite moves from [illegible] and other hot games. But moves aren't all you get. Activate the secret code to play any character against himself. And check out the LCD screen, independent auto-fire, slow motion & extra long cord!

POWER UP WITH THE SN PROGRAMPAD



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SPECIAL FEATURE!

BEHIND THE SCREENS AT UBI SOFT OF FRANCE!

Two months ago we announced that the British software companies were coming to the U.S. Now they are being joined by the French! One of the newer Nintendo licensees is Ubi SOFT whose main headquarters is in Paris, France.

UBI SOFT?? Who are they? While relatively new here in America they are best known to us for the games Jimmy Connors Tennis and F-1 Pole Position. In France, Ubi SOFT is one of the major players. In fact, Ubi is THE biggest distributor of video games in that country!

Led by their president Yves Guillemot, Ubi's roots date back to the early 1980s when they got their introduction to software by programming games for the then popular Commodore 64 and MSX machines. Shortly thereafter they expanded into the distribution end of the business when Yves and his brothers noted that software was quite a bit cheaper in England than in France. Starting first with a small mail order business, the staff quickly expanded to 40 people in order to keep up with the demand for games. After learning the distribution end of the business, it was quite easy to expand again, this time to the wholesale side. Now, as the major distributor in France, Ubi literally can pick and choose which companies they want to distribute for in France. With major players like Lucasfilm, SSI and EA, it's no wonder that they are number one in France.

Yves Guillemot, Ubi SOFT's president heads up one of France's largest software companies.

Not content to rest on their laurels, Ubi continued to expand in the game development area. In 1989 Yves recognized that Nintendo had the potential to start another video game revolution and Ubi started to develop games for all of the Nintendo game systems. Star Wars for the Game Boy was one of their first products followed by Jimmy Connors Tennis and F-1 Pole Position for the Super NES.

There's even more to the Guillemot story as there is another brother. Gerard is the Managing Director of Ludi Media. Where Ubi will develop, produce and distribute software, Ludi, a completely independent company, will only take a finished product from a developer in another country and distribute it in France or Europe. And the story doesn't end here— there are still *more* Guillemot brothers, but that is a whole different story for another time.

Having taken over the French market, Ubi, like many other European producers, moved on to greener pastures and opened up an American office in the San Francisco bay area. Headed up by Christine Quemard and assisted by Mary Lynn Slattery, Ubi SOFT U.S. has done quite well in marketing Jimmy Connors Tennis and F-1 Pole Position.

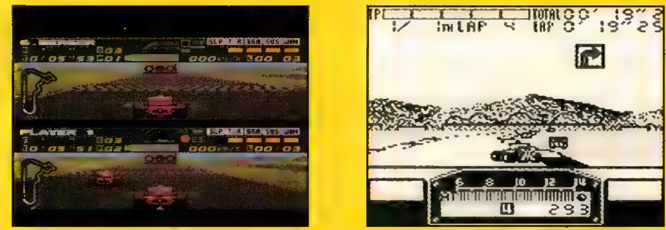
But that's the present and Ubi SOFT continues to look toward the future. Recognizing that there still are tons of NES systems in existence in the U.S., and fewer and fewer publishers bringing out software for it, Ubi is testing this market with a NES and GameBoy version of Madden Football (see the next two pages for detailed Fact-Files on these carts). Looking even further into the future, Ubi will expand its sports lineup to include one of the best GameBoy basketball games we have seen—Tip Off (see page 130 for a detailed preview). Rumors have it that Jimmy Connors 2 will probably hit our shores next fall, hopefully with a four-player mode built in!

PC and video game software are developed at Ubi SOFT's headquarters in Paris.

That's only the beginning. Christine noted that they hope to get a development team over here to produce games exclusively for the U.S. market. Indications are that besides the various Nintendo formats, Ubi is again looking to the future and to meet those goals, they have gone out and secured licenses to create Atari Jaguar and 3DO carts and CDs.

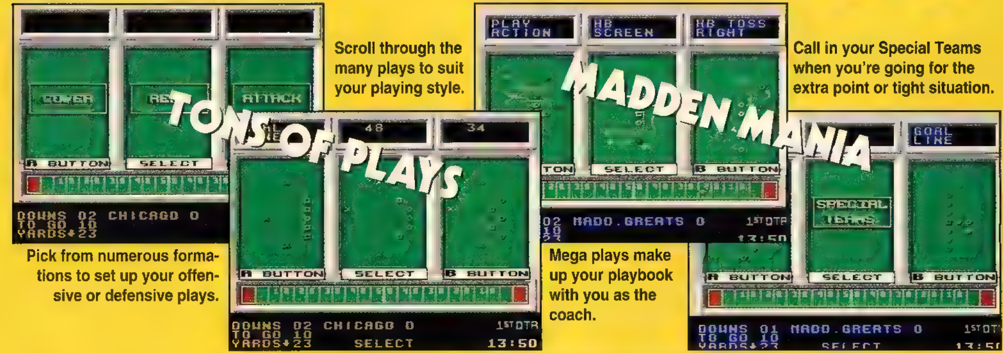
Clearly the future looks bright for Ubi SOFT. With an eye for the future, Yves Guillemot has big plans for his company, and based on his past success, we believe that he will once again prosper!

UBI SOFT'S 1993 GAME LINEUP!



Ubi SOFT's new racing game—F-1 Pole Position will be coming out for both the Super Nintendo and GameBoy this holiday season.

JOHN MADDEN FOOTBALL


TONS OF PLAYS
MADDEN MANIA
COVER
ATTACK
A BUTTON
SELECT
B BUTTON
48
34
PLAY ACTION
HB SCREEN
HB TOSS RIGHT
GOAL LINE
SPECIAL TEAMS
DOWNS 02 CHICAGO 0
TO GO 10
YARDS+23
1ST QTR
SELECT
13:50
MADD.GREATS 0
DOWNS 01 MADD.GREATS 0

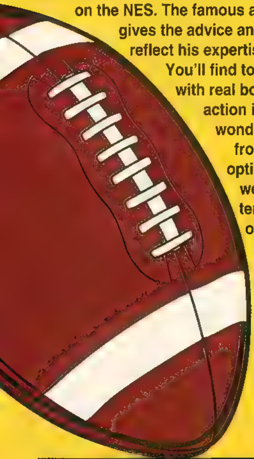
Scroll through the many plays to suit your playing style.

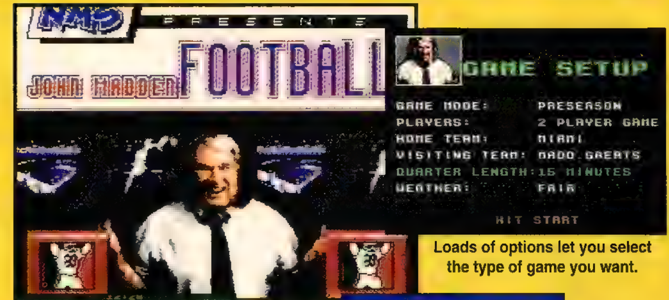
Call in your Special Teams when you're going for the extra point or tight situation.

Pick from numerous formations to set up your offensive or defensive plays.

Mega plays make up your playbook with you as the coach.

The main man of football makes his mark on the NES. The famous announcer gives the advice and calls that reflect his expertise and style. You'll find tons of plays with real bone-crushing action in this little wonder. Choose from several options such as weather, quarter length, type of season and teams. Madden gives you the edge you expect from the famous sports "pro."



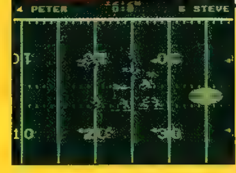

NMS
PRESENTS
JOHN MADDEN FOOTBALL

GAME SETUP

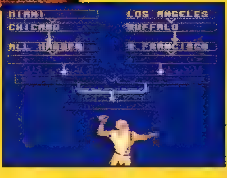
GAME MODE: PRESEASON
PLAYERS: 2 PLAYER GAME
HOME TEAM: MIAMI
VISITING TEAM: MADD.GREATS
QUARTER LENGTH: 15 MINUTES
WEATHER: FAIR

HIT START

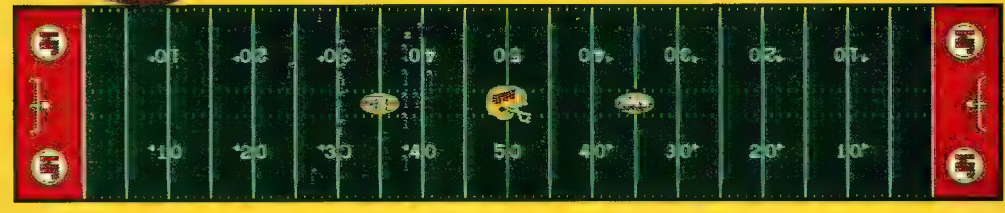
Loads of options let you select the type of game you want.


4 PETER
5 STEVE

Out on the field go for the sliding tackles to stop the opposition cold!


MIAMI
CHICAGO
ALL MADDEN
LOS ANGELES
BUFFALO
S.FRANCISCO

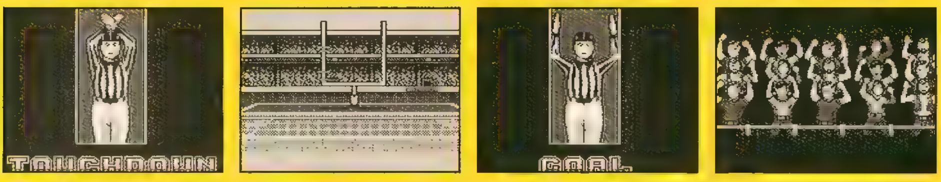
Play a season complete with a tournament tree to plot the next challenger.

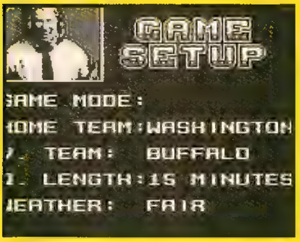


JOHN MADDEN FOOTBALL

One of the best football games played on the 16-Bit machine is now available on the GameBoy. Much of the original specs are here, except for the playing field and the way to pick the plays. There is a wide variety of plays to pick from in both offense and defense. Cinemas add the extra touch.

PLAY THE GAME AND WATCH THE CINEMA DISPLAYS

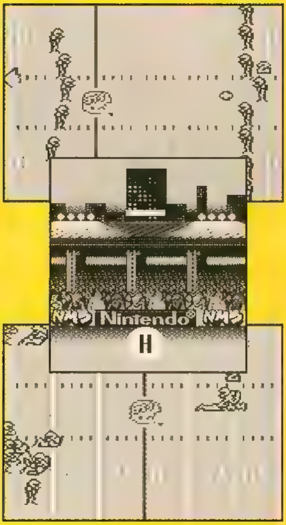




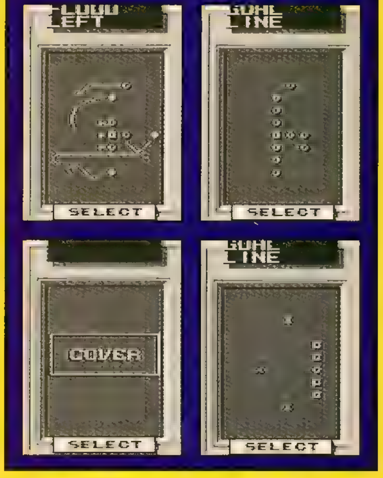
GAME SETUP

AME MODE:
OME TEAM:WASHINGTON
. TEAM: BUFFALO
. LENGTH:15 MINUTES
EATHER: FAIR

In the Game Setup Screen, pick from the original 28 football teams including: All Madden Team, 10 Madden Greats and Madden Greats. Depending on how gutsy you're feeling, you can decide whether to play in Fair, Rain or Wind conditions. Quarter minutes are in intervals of 5 going from 5 to 15. Preseason, New Playoff, Sudden Death and Regular Season are four Modes that you can play. Now, get on the field and crush the CPU!



MANY PLAYS TO PICK FROM



UNCOVER THE
SECRET of MANA
SUPER NINTENDO
SUPER NINTENDO ENTERTAINMENT SYSTEM

16 MEGS OF ACTION AND ADVENTURE • MORE BOSSES & ENEMIES TO WAGE BATTLE AGAINST • SOPHISTICATED MODE 7 EFFECTS • SEAMLESS FLIGHT ANIMATION • LONG GAME PLAY • SIMULTANEOUS 3-PLAYER CAPABILITY

"Get ready for the ride of your life!" Nintendo Power, May 1993

"A visual and audio coup de force." EGM, April 1993

"A spectacular 16-bit blend of action and role-playing all in one." Super NES Buyers Guide, May 1993

[illegible]

SQUARESOFT

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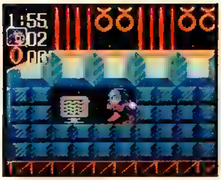
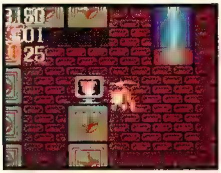
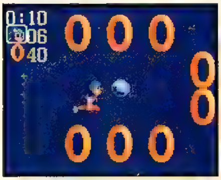
SONIC THE HEDGEHOG CHAOS



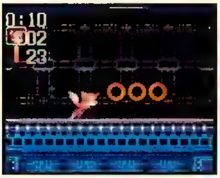
Sonic can explore tunnels and break through walls to find hidden rooms and power ups in the Gigapolis zone.



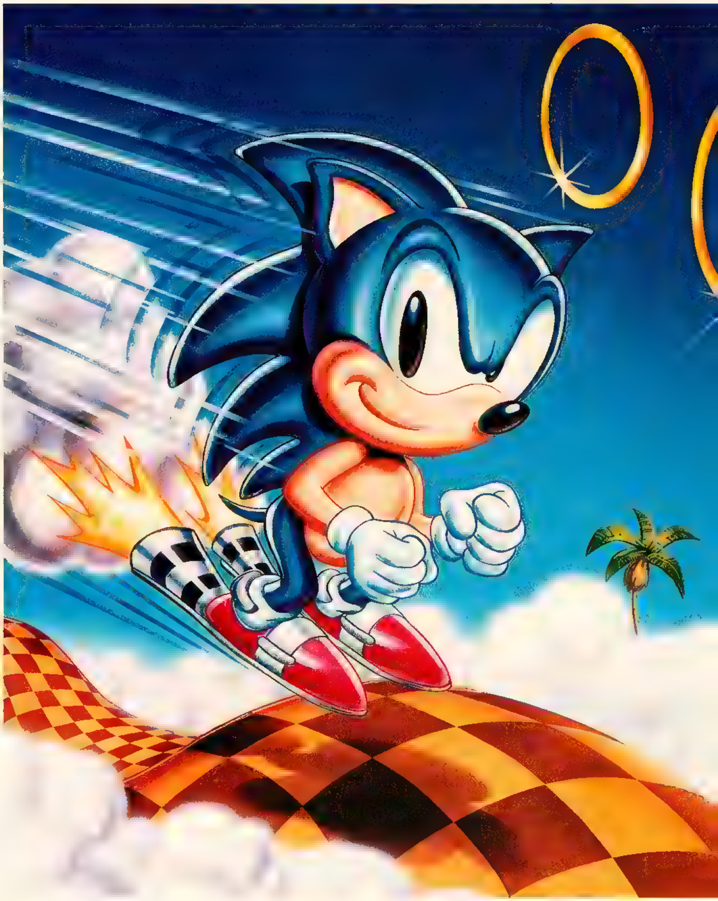
Tails here, with some serious air time in the Aqua Hill zone, eluding danger, nabbing rings and finding power ups.



Rack up 100 rings and you're flying Air Sonic (strap on the rocket shoes) in the bonus round. The mission: rescue the emeralds.



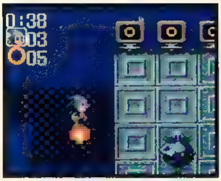
Deep in the Electric Egg zone (no, it's not a rock group), you can take Tails through the tubes to find rings and other bonus items.



WELCOME TO THE NEXT LEVEL

If the

Sega, Game Gear, Welcome to the Next Level, Sonic Chaos, Sonic The Hedgehog and all related characters and indicia are



As if Sonic didn't jump high enough already, now he can hop on Pogo Springs to take him where no hedgehog has gone before.

SEGA™
GAMEGEAR™

Sonic is back as he battles Dr. Robotnik's evil plan (is it the shoes?) to use the Red Chaos emerald in making nuclear lasers. Tails is hangin,' too, and this time you control him. Both are bound for some serious air time (is it the shoes?), grabbing rings (is it the shoes?) and saving the emeralds from falling into the wrong hands (it's got to be the shoes).

Rocket Shoe fits, wear it.

SONIC CHAOS
GAME GEAR
SEGA
GA
SEGA

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SPECIAL FEATURE!

MATRIX Prime

For SNES and Genesis!

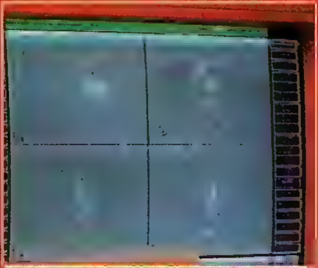
Having dabbled in several different platforms, Accolade has proven themselves to be one of the best in the video game business. This year is looking even brighter for them! First is the extremely exciting new announcement that Accolade is already on their way to creating the sequel to the [illegible] cat that just won't quit flappin' his mouth—Bubsy! This title will sport many new concepts and plenty of unique features to make it a [illegible] unparalleled with no other! The next bit of news that was revealed is that they are currently developing a new fighting game that is destined to blow all the others out of the water! Utilizing the capabilities of a Silicon Graphics workstation, and the usage of remote sensor technology to simulate actual human movements, this title is going to set the standards for all combat titles to come. Pioneering unique titles is what this company does best—as illustrated by another title that Acclaim will be producing. It's known as Fireteam R[illegible] and is said to combine all the most popular genres of games: Action/Adventure/Flight simulation and RPG elements! The story is complex and intricate, having you sit with a band of "rogues" that are brought together by circumstances. The plot is novelistic, opening many other possibilities to comic books and other fantasy/sci fi products in the future! Lastly is that oldie and moldie [illegible] that everyone still loves—Speed Racer! It will take its stride onto the Genesis platform straight over from the IBM PC version, and will be leaping onto the Super Nintendo platform with a completely different version. Accolade is going ballistic this [illegible] with an extremely impressive [illegible]

ACCOLADE

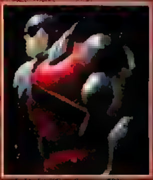
GAMES WITH PERSONALITY

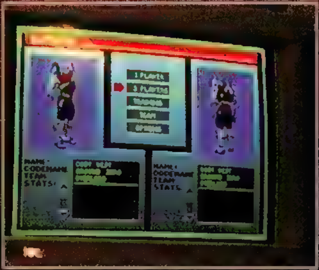
Accolade is proud to be one of the video game companies pioneering the way for advanced technical capabilities with Matrix Prime! This incredible fighting game will have a lot going on behind the scenes. First of all, the movements of the characters were based on live martial arts experts and other dexterity skilled actors. Remote sensors were placed around the actors' joints and other points on their body to record their actions in a 3-D environment. This provides the programmers with a "render skeleton" so-to-say, where it then goes on to the next step. By utilizing the capabilities of a Silicon Graphics Workstation, the bodies of all the characters will be rendered onto the wire frames.

The story behind this cart is that the government found a gene that caused genetic special abilities, and began selecting characters with that gene to make a band of superheroes. The "Good" side has Recoil, Eric Reves, Pitt Bull and Hot Shot, all of whom have their own unique story and powers. Also involved is the "Bad" side, or the superheroes that have gone bad. Those are Arsenal, Ground Zero, Banzai (a woman who is not augmented, but still a good fighter) and Shockwave. The levels will be huge in size, so that an attack can come from a distance and knock you back quite a ways! It is scheduled for a 2nd quarter '94 release.

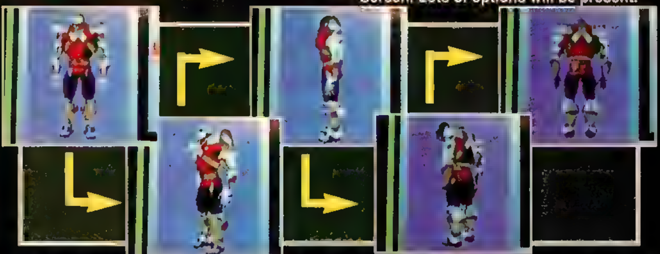


Using sophisticated 3-D rendering, Matrix Prime looks different and still cool!





Here is a mock-up of the Character Select Screen. Lots of options will be present.

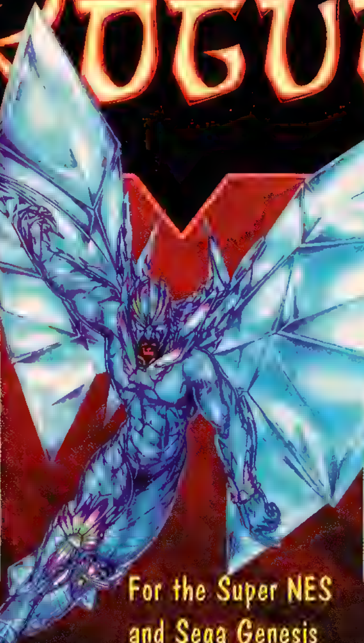


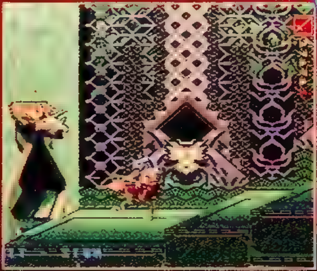
What you see above is an actual shot of the character Ground Zero. His rotating mug will appear in the Character Select Screen, as will all of the other seven characters.

FIRETEAM ROGUE

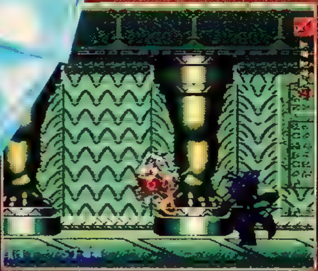
Enter a whole new realm of fantasy and science fiction game play with Fireteam Rogue. The plot of the game is set far into the future where the Spiral Arm Empire and the dark forces of Umbra have clashed for many centuries, spiraling a history of heroism and bravery, as well as tragedy and death. And leading the fight is a band of outcasts infamously known as the Fireteam Rogue.

The game revolves heavily around the plot, of which the characters are focused on as an intricate part. This title will have the characters going through lengthy action sequences and intricate flight simulation spaceflight sequences to name a few of the things that you will be doing. The team consists of four unique characters, each with his own abilities. One of the characters (the lead character, Chance) also has a special ancient weapon created a long time ago by the Umbria empire, a Zeut. This is a creature that can morph onto his body to create a special suit for battling seemingly unstoppable foes! Each character has a plethora of weapons and skills, and all will be needed when this cool cart hits the market.





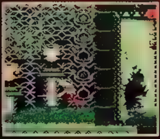
The halls of this particular world are well guarded. Be careful where you tread.

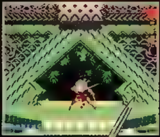


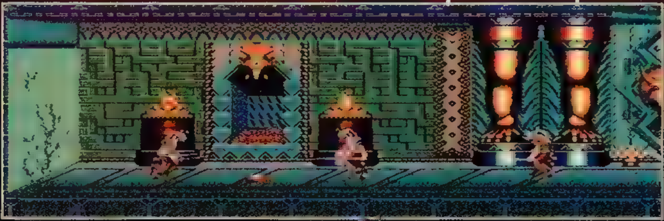
These triceratop-like characters will try to stop your party at all costs!

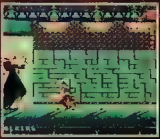
For the Super NES and Sega Genesis

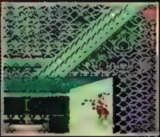
The levels are vast and filled with many hidden surprises!



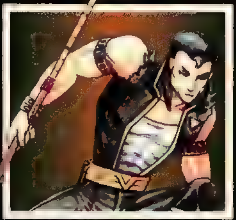






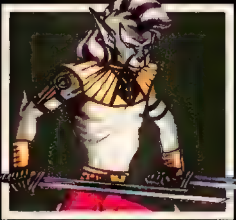


Chance



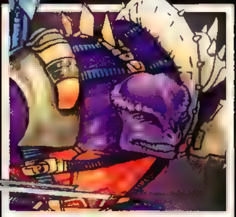
Once a farmer, Chance is from a proud family.

ShadowBlade



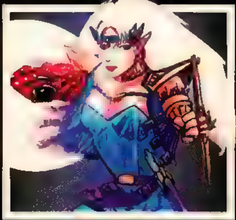
His skills are swift and skillful like the cat he is!

Broc



Broc is the most intimidating of the whole motley crew!

Aja



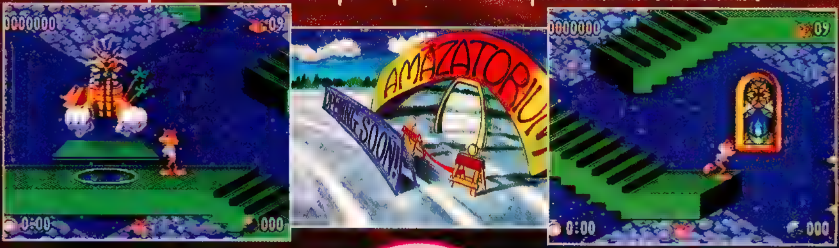
An Elwynn who has only one family member left—her sister.

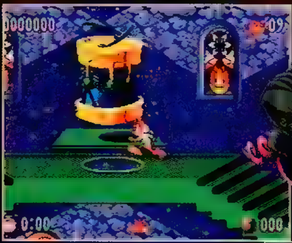
BUBSY 2

For the Super Nintendo and Sega Genesis (Genesis pix shown here)

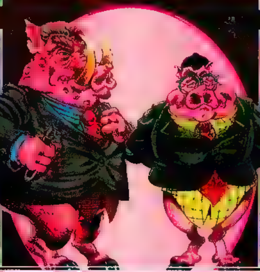
Yes, it's true! That cat with the cheezy speech is back in a whole new adventure set at a much larger scale! The pig professor, Virgil Reality, has created a unique museum that simulates actual historical events. When Bubsy takes his bratty nephew and niece there, they race in and suddenly become lost in the time zones. So naturally, our cat goes to the rescue. This cart is filled with many more hidden surprises than its previous attempt. Also an addition is the fact that Bubsy has a whole new slew of different cartoon animations. Also present will be tons of little bonus games hidden throughout the game. There will also be a Two-Player Option, but the details behind this are still sketchy. More on this in later issues!

Find the particular level that has your nephew and niece captive within the Amazatorium!

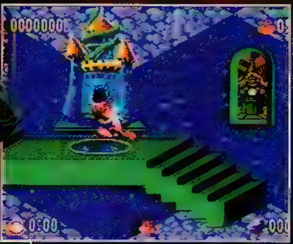




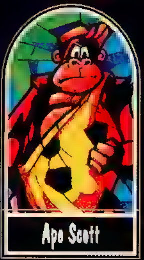
You'll find all kinds of kooky backdrops in this game.



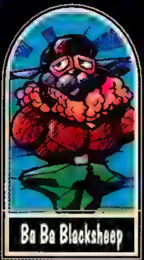
Oinker P. Spamm and Virgil Reality



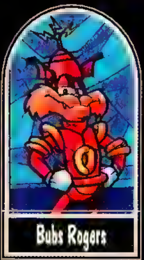
The halls lead all over the place and have well hidden levels.



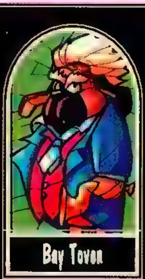
Ape Scott



Ba Ba Blacksheep



Bubs Rogers



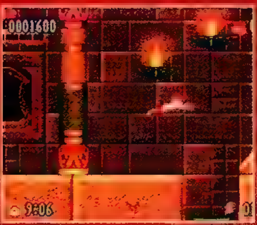
Bay Toven

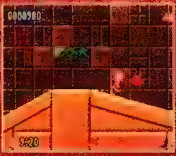
Behold! The new team dedicated to the creation of the new Bubsy!

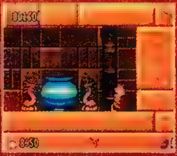
Note: screen shots are from a pre-Alpha version and subject to change

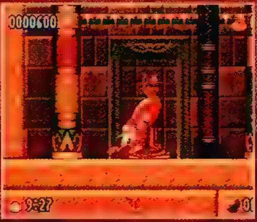
Egypt, a temple full of ancient treasures and traps galore!

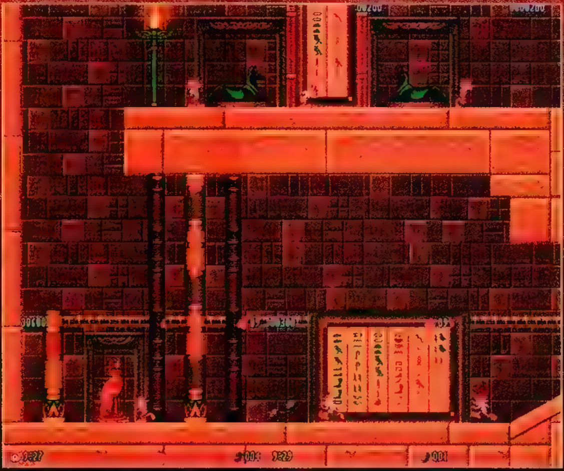
The atmosphere is quite chilling in this room. All through the level, the statues in the background will be staring at Bubsy, and eerie Egyptian music will be playing as he moves all around the level searching for a way to get to Sahara Burnheart—the snake that is the particular Boss of this zone. Find her and you can escape from this dangerous place!

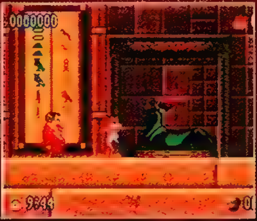




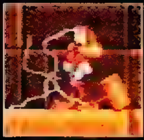






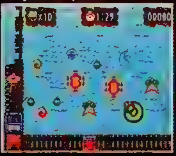


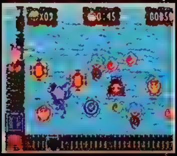
It's really creepy in this level! Every eye is on you!

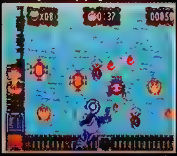


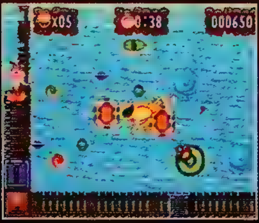
Many miniature games are present so that you can win big bonuses!

Here is but one of the many different kinds of bonus rounds and mini games you can play. This one in particular is really bizarre! You have to pull back a plunger to send a frog flying into the air and land on a particular floating object or person. It all depends on the amount of pressure you apply.

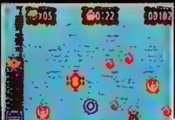




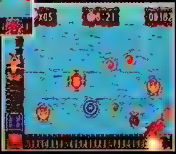




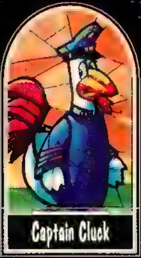
The frogs go flying up into the air and land in the water area.

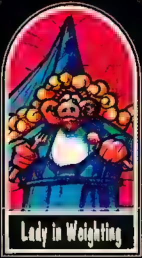


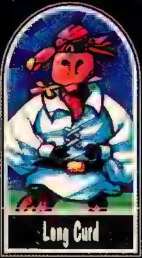
You must first determine the amount of pressure to send the frog flying.

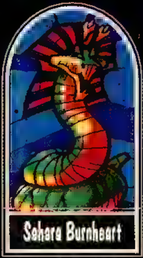


Then release and hope that your eyesight is as keen as that of a talkative bobcat.

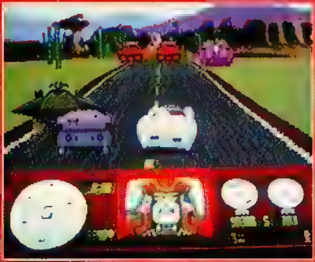


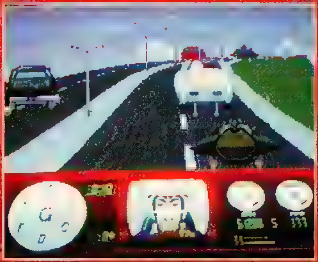


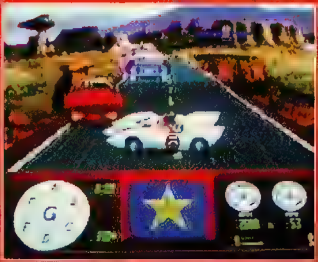




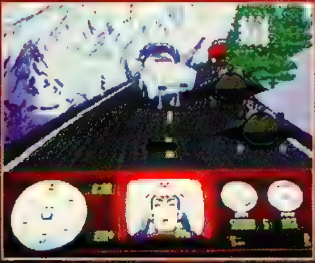
Go! Speed Racer, Go!

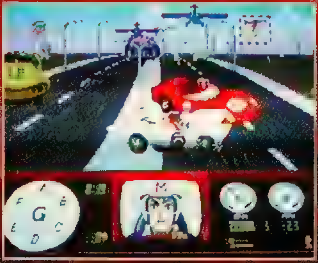


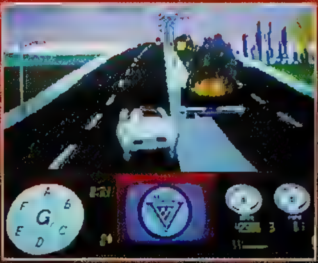




The characters and enemies are straight from the animated series—right down to the familiar cars and voices. All of the Mach 5 cool special features will be built in. You can purchase items as well, like the airjacks and turbo speed. This game looks as hot as the roadway Speed races on!





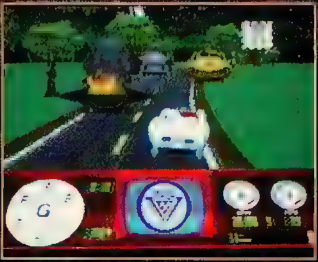


SPEED RACER

For the Sega Genesis!

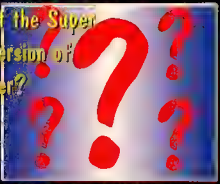
Speed Racer is heading straight into the Sega Genesis platform! For those who are fans of the old TV show, you will be happy to know that this game is faithful to the original in almost every aspect. There are several different courses to choose from, all harboring a great many perils ranging from vast streams of water to obscenely huge ravines to the ever popular Racer X! But these aren't the only dangers Speed will be up against—for all his other adversaries are present as well! Such wonderful faces as the infamous Racer X, Snake Oiler, Captain Terror and many others will pop up from the nostalgic past and the history of Speed Racer.

Also, one last bit of info—for some reason, the Super NES version will be completely different. We'll report on it when more comes in!



Accidents are quite frequent. Most of the time, they aren't really an accident.

What about the Super Nintendo Version of Speed Racer?



How will the Super NES version look? So far, all we have to say is that it will be different from the Sega Genesis version. More on this later!

SUPER CHASE H.Q.™

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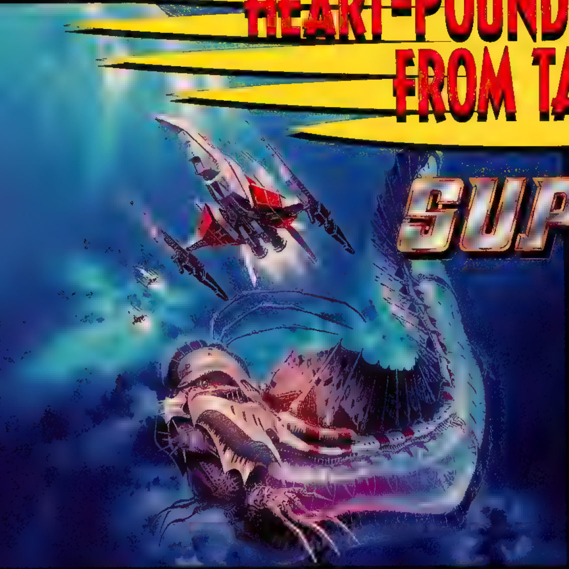
CHASE HQ RUNS DOWN CRIME!

Put your Super NES on wheels with Taito's turbo-driven CHASE HQ! In an undercover sports car, you'll race through cities and mountains in pursuit of suspects. Shift your reflexes into overdrive to dodge through traffic and around obstacles as you catch up with the fleeing vehicle. Force the criminals over or smash their car to a standstill - in this game, you choose the method of justice!

- ■ **Turbo Acceleration!**
- ■ **Five Different Rounds!**
- ■ **Windshield Screen View!**

Also available for Game Boy

TWO NEW HEART-POUNDING GAMES FROM TAITO!



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SUPER NOVA™

SUPERNOVA UNLEASHES THE SILVER HAWK!

Taito's SUPERNOVA for the SNES offers you the sleekest fighting ship ever launched! You will command the Silver Hawk in battle against hyperbacteria, dinosaurs, and a leviathan battle cruiser as the Pelsar Empire attempts to conquer the federated planets. Victory depends on your skill with Silver Hawk's three fighting modes and power balance system!

- ■ **Fifteen combat zones!**
- ■ **Three different endings!**
- ■ **A war of wits and speed!**

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

TAITO®
THE ONLY GAME IN TOWN

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$.95 FIRST MIN., $.75 EA ADD'L. MUST BE 18YRS+. TOUCH TONE ONLY.

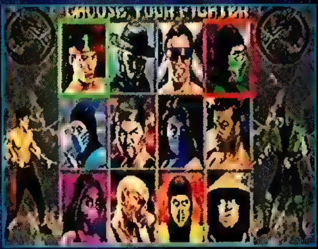
TAITO AMERICA CORPORATION 390 Holbrook Drive - Wheeling, IL [illegible]

SPECIAL FEATURE!

MORE MORTAL KOMBAT!!!

It's back and better than ever! The one game that took Street Fighter from its unchallenged reign of fighting games. This time around there's more of what made it great and a few new surprises. Play seven new characters on brand new, multi-scrolling backgrounds. The sounds have also been pumped up with DCS (Digital Sound Compression). It doesn't stop there—there's more blood, more moves, more fatalities and five times the secrets as before!

MORTAL KOMBAT II



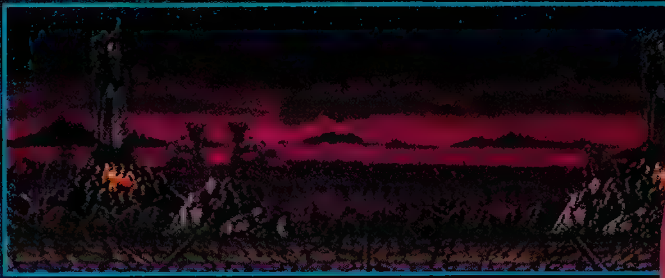
7 NEW CHARACTERS 12 IN ALL

Master the moves of seven new guys and gals along with the new moves for the original cast, including air moves.

THE BLOOD IS BACK AND HOW!

If you thought the censors had a cow before, wait till they check out the gory moves and super violent fatalities!

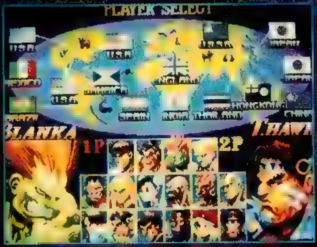
Not only are there more characters and more blood, just look at the graphics! There are also great new sounds to accompany the cool look. But it doesn't end there: five times the secrets with at least three secret characters and who knows what else?



NOTE: Fatalities and moves were performed on a prototype and are subject to change.

SUPER STREET FIGHTER II VS. MORTAL KOMBAT II

The New Challengers



There are 16 characters but only four are new. The old guys get one more move.

One of the new features is the point system for tournaments.

However, Tournament isn't out and stand-alone machines don't use it.

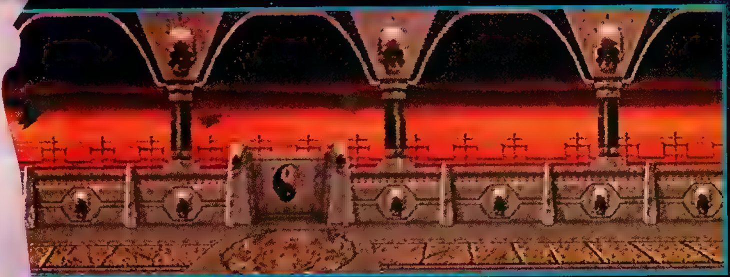
An awesome upgrade is the Q sounds, not to mention the new colors and updated graphics. These features are matched by MK2.

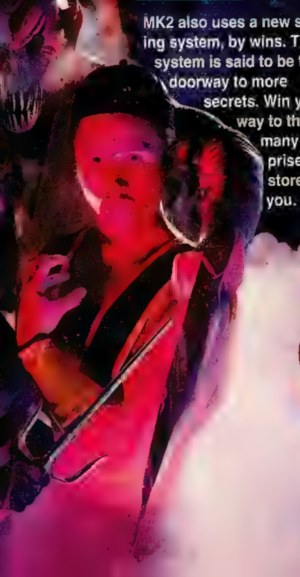
SUB-ZERO WINS

MK2 also uses a new scoring system, by wins. This system is said to be the doorway to more secrets. Win your way to the many surprises in store for you.

DCS is right up there with Q sound. Also MK2 went one step further on the graphics end by creating all-new characters, backgrounds and cinemas.

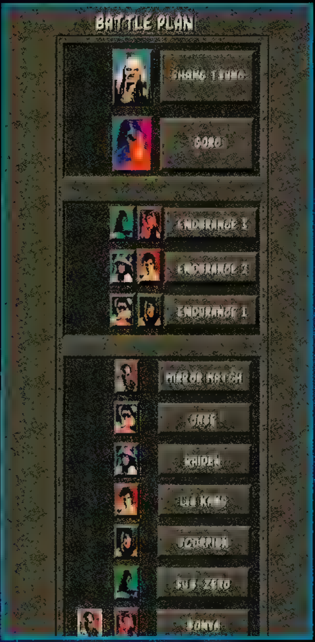
Since Street Fighter was an upgrade, it didn't have any new Bosses or a new story. Mortal Kombat 2 is a whole new game with a mysterious story line and two tough Bosses to defeat.





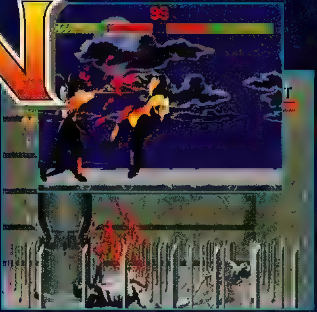
Special Thanks to: Roger Sharp, Ed Boon, John Tobias and the MK2 crew, and the staff of Enchanted Castle at Lombard IL—especially to Judy!

THEN


BATTLE PLAN
SHANG TSUNG
GORO
ENDURANCE 3
ENDURANCE 2
ENDURANCE 1
MIRROR MATCH
CAGE
RAIDEN
LIU KANG
SCORPION
SUB-ZERO
SONYA

Fatalities have gotten a lot worse and more gory.

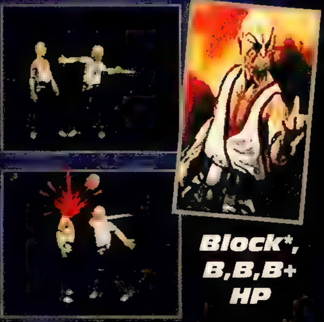
There are even multiple fatalities for each character.



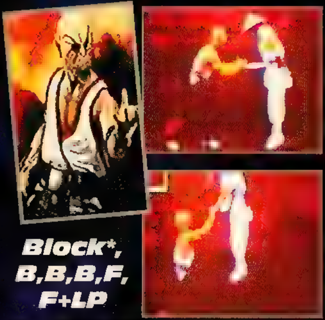
Blood and guts filled the first game, along with secrets like Reptile in the pit.

Think these Bosses are bad—try the new guys!

Shao Kahn and Kintaro make these guys look like wimps!



Block*, B,B,B+ HP

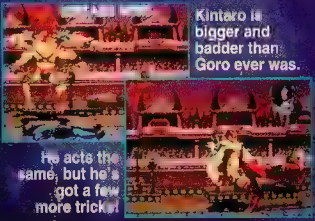


Block*, B,B,B,F, F+LP

FATA

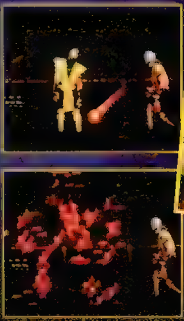
NOW

Not only are there more fatalities for each character, but there are at least three hidden guys to find! Also keep track of your wins; you'll have to achieve a special number in order to perform even more techniques.

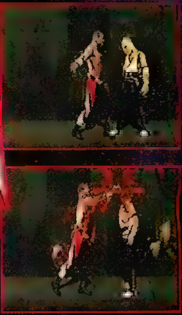


Kintaro is bigger and badder than Goro ever was.

He acts the same, but he's got a few more tricks!



TAP HP FAST + U,U

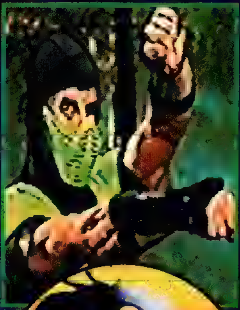


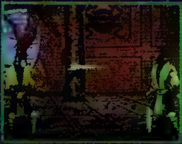
LP*,B,B,
B-RELEASE
LP

LITY

REPTILE

The mystery character from the Pit Stage of the original Mortal Kombat joins the Outworld Tournament. Unlike the original, he doesn't possess the powers of Scorpion and Sub Zero. Instead, he has his own set of strange and mysterious moves. Whatever clan produced this eerie ninja should be proud of his new abilities and killer moves.





ACID SPIT
F,F, + HP
Remove your mask and spit a venomous goo at your opponent.

INVISIBILITY
BLOCK*,U,U,D+HP
Now you see him, now you don't! You'll remain unseen until hit.

ENERGY BALL
B,B,(HP+LP)
This glowing sphere will knock them toward you for an easy hit.

LIU KANG

The true master of the tournament, Liu Kang, was the only one who could defeat Goro and Shang Tsung. Now he's back and better than before with a new low fireball and a devastating Bicycle Kick. Is he the character of choice to take out the evil master Shao Kahn and Goro's apparent father? He's ready for more!

BIKE KICK
HOLD LK-5 SEC
This is a devastating move that will easily drain an unblocking foe.

LOW FIREBALL
F,F,+LP
This new low fireball is a good way to keep others in check.

HIGH FIREBALL
F,F,+HP
Now he can perform his regular fireball in the air to deter jumping foes.

FLYING KICK
F,F,+HK
After a jump kick, throw in a flying kick for a quick two-hit combo.

KUNG LAO

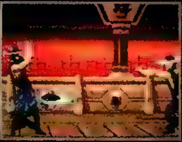
This new character looks like a lonesome cowboy or traveling nomad. He has plenty of technique with the amazing control of his hat. Also look out for his teleport as a surprise tactic. His spinning aura is a good trap on players who are stuck in a corner. He's got a lot of experience behind him—just give him a chance.

SPIN SHIELD
U,U,+LK
[illegible]

TELEPORT
D,U
[illegible]

HAT TOSS1
B,F,U+LP
[illegible]

HAT TOSS2
B,F,D+LP
[illegible]



LEGEND: D=down, U=up, F=forward, B=Back, DB=down back, DF=down forward, LP=low punch, HP=high punch, HK=high kick, LK=low kick, *=hold button, ( )=together

JOHNNY CAGE

SHADOW KICK
B,F+LK

Good old sliding kick is back to use in some two-hit combos.

GROIN PUNCH
(LP+BLOCK)

The infamous low blow is back and looks even more painful.

FIREBALL
D,DF,F+LP

A new fireball for him, it curves to allow for more strategy.

RISING PUNCH
B,D,DB,B+HP

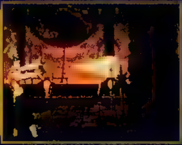
Give a jumping opponent an uppercut like a Shadow Kick.

The Hollywood head honcho is back with his usual attitude and moves to back it up. He retained his patented Shadow Kick but dropped the straight fireball for a new bunch of curving ones. He was one of the toughest guys from the first game and he hasn't lost a thing. In fact, he gained a Dragon Punch-like move, so look out Ken and Ryu!

SHANG TSUNG

I FIREBALL
B,B+HP

[illegible]



MULTI-BALL
B,B,F,F,F+HP

[illegible]

METAMORPHOSIS
BLOCK*+U,U

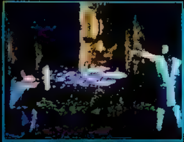
[illegible]

METAMORPHOSIS
D,D+LK

[illegible]

The evil boss of the original Mortal Kombat, he has the home town advantage as you fight in the Outworld. Like the original, he can change into other characters (mostly by doing their old fatalities). In addition, he has several of his own moves including a variety of fireballs similar to the ones in the original.

The cold powered ninja is back with a new icy trick up his sleeve. He has the least amount of new moves but does he really need any more than the ice and slide combos he's got? Now he can freeze the ground and leave foes helplessly trying to stay afoot. He had plenty of combos last time; we'll have to see if he's still got the stuff this time around.



FREEZE
D,DF,F+LP

[illegible] good old stopper [illegible]

GROUND ICE
D,DB,B+LK

[illegible] enemies fly [illegible]

SLIDE
DB+BLOCK+LP+LK

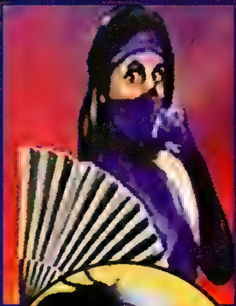
[illegible] famous slide work [illegible] in combos [illegible]

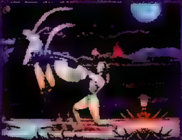
SUB ZERO

LEGEND: D=down, U=up, F=forward, B=Back, DB=down back, DF=down forward, LP=low punch, HP=high punch, HK=high kick, LK=low kick, *=hold button, ( )=together

KITANA

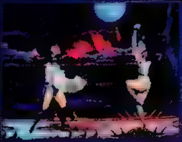
As one of the two female characters, she has a lot to live up to. Where the original only had one woman, now there are two. She looks very similar to Mileena but fights very different. Her deadly fans are a force to be reckoned with. Look for her to make a big impact on this new version as her Fan Wave leaves foes open to combos.





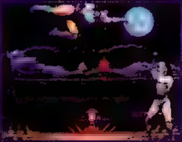
FAN WAVE
B,B+HP

Create a breeze and carry foes in the air to set them up for anything.



FAN TOSS
F,F,(HP+LP)

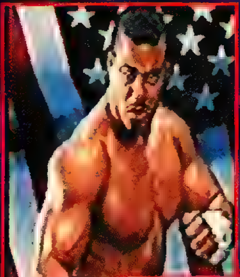
Twirl the fan at enemies and cut them up as it spins into them.



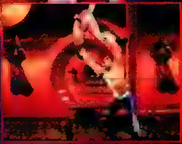
AIR SWEEP
F,B+HP

Borrowed from Sonya's Square Wave, she can zip across the screen.

JAX

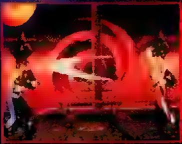


The all-American guy is the first African American in Mortal Kombat. He's big and he's bad! This guys has range attacks like the Wave and tremendous throws and grabs. Look out for people who play this guy, because his grab can be done after most regular moves. This may be cheap but it's all too easy to do.



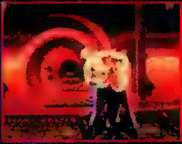
GROUND SLAM
B,F+HP(THROW)

From a throw move, go back and forth to get a repeated slam effect.



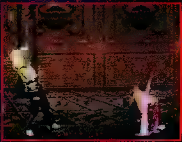
WAVE PUNCH
D,DB,B+HK

Send a wide wave at your opponent that's sure to hit almost anywhere.



GRAB AND SMACK
F,F,+LP

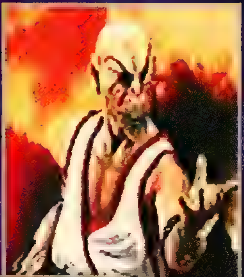
Sort of a cheezy move, this grab does big damage and is easy to do.



EARTHQUAKE
(HP+LP)*

Smack the ground and send a quake to drop your foes on the ground.

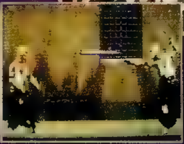
BARAKA



The strange looking Baraka must be something from the Outworld. His evil look, teeth and bald head give him a sinister appearance. He's got a long blade like a Wolverine wannabe. If you're playing against him, look out for his mincer move that will shred you into pieces. He's a bad guy who's got some really good moves.

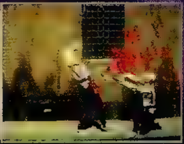
SPARK TOSS
D,DB,B+HP

[illegible]



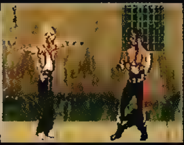
SHREDDER
B,B,B+LP

[illegible]



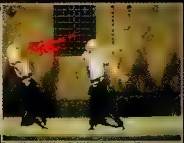
BLADE SPIN
D,DB,B+(HK+LK)

[illegible]



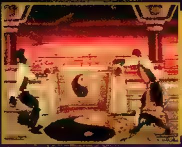
DEEP CUT
B+HP

[illegible]



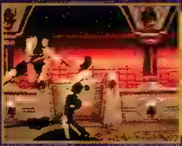
LEGEND: D=down, U=up, F=forward, B=back, DB=down back, DF=down forward, LP=low punch, HP=high punch, HK=high kick, LK=low kick, *=hold button, ( )=together.

SCORPION



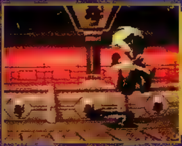
SPEAR
B,B+LP

His famous "get over here" is back and it seems to be faster.



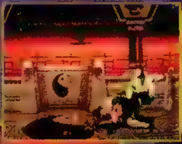
TELEPORT
D,DB,B+HP

Try this on the ground and in the air to really confuse your foes.



AIR THROW
BLOCK*

Hold block and jump at an enemy while they are jumping at you.

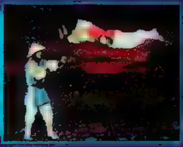


TAKE DOWN
D,DB,B+LK

A wrestling-like move that takes them down up close and in front.

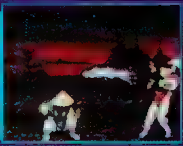
The specter ninja and rival enemy of Sub Zero has gotten several new moves. His Air Throw gives him a new edge but nothing compares to the power of his aerial teleport. This variation allows him to attack twice in the air. He has also gotten a close take down move that works if you can surprise your opponent.

RAIDEN



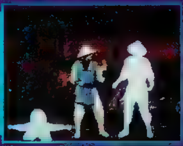
TORPEDO
B,B,F

Try this one in the air [illegible]



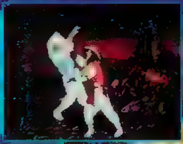
LIGHTNING
D,DF,F+LP

A wide spread of electric [illegible]



TELEPORT
D,F

Like before, [illegible]



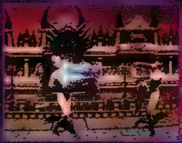
SHOCK THERAPY
HP*-RELEASE

Hold and release for a [illegible]

The immortal Thunder God has returned to the tournament. After being personally invited by Shang Tsung in the first MK, Raiden has assumed human form to prove the power of the gods. He's got all his old moves along with a new electrifying grab. The mid-air torpedo is also very useful this time around.

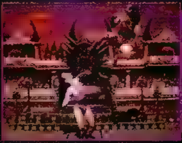
MILEENA

The other of the deadly women, she can hold her own against any of the men in the game. She has lightning speed and those deadly Sias. Her Sia shot can be good for combos since it is a hold down move. Look out for the drop from the sky that leaves her open to attack if blocked. Use her speed to overcome other players.



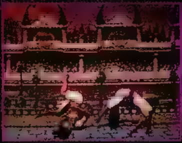
SIA SHOT
HP*-RELEASE

Hold the button even if you block. You can release it anytime.



DROP KICK
B,F+LK

Fall from the sky and kick foes from air moves. Watch out if they block.

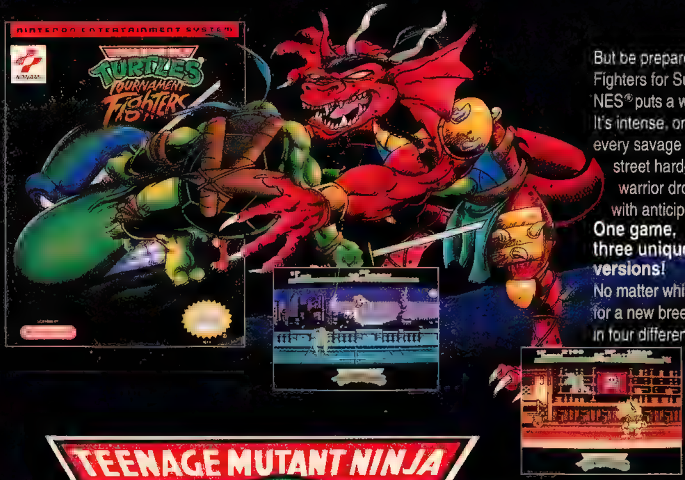


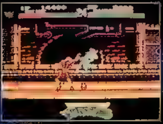
THROW
F+LP

Not a special move but her speed makes her throws devastating.

LEGEND: D=down, U=up, F=forward, B=back, DB=down back, DF=down forward, LP=low punch, HP=high punch, HK=high kick, LK=low kick, *=hold button, ( )=together

KONAMI
SEGA
GENESIS
KONAMI
TURTLES
TOURNAMENT
FIGHTERS
16 MEG
SEGA
GO AHEAD,
PICK A FIGHT!





TEENAGE MUTANT NINJA TURTLES® TOURNAMENT FIGHTERS™

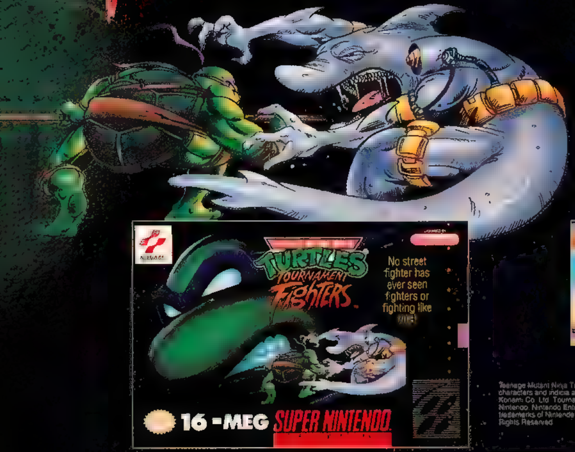
But be prepared, because Tournament Fighters for Super NES,® Sega Genesis and NES® puts a whole new face on fighting games. It's intense, one-on-one fighting that has every savage street hardened warrior drooling with anticipation.

One game, three unique versions!

No matter which format you choose, you're in for a new breed of Turtles fixated on fighting in four different modes. For Super NES fans there's 12 unique mutant maulers, 12 arenas, adjustable fighting speed for fast fighting action, and spectacular combo assault techniques plus the dreaded Ultimate Attack Moves. The Sega Genesis version hits you with 11 brutal opponents including evil clones from Dimension X, 11 awesome battlegrounds, adjustable fighting speed and power, instant replay, and amazing arsenals of physical punishment featuring one-of-a-kind Ultra Desperation Attack Moves. And the NES game includes 2-Player and Tournament modes, 7 furious fighters and specialized attack techniques.

Hit the streets and pound more than pavement!

Roto Cutters, Dynamite Bombers, Chopper Chukers, Vacuum Waves, Electric Pile Drivers, you'll feel and inflict them all. If you think you've already experienced real street fighting, wait 'til Tournament Fighters lets you kick the (CENSORED) out of your enemies. So trash the surfboards, heave the 'za and pick a fight!


KONAMI
TURTLES
TOURNAMENT
FIGHTERS
No street fighter has ever seen fighters or fighting like this!
16-MEG
SUPER NINTENDO

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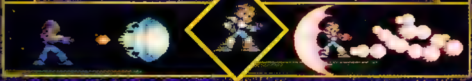
MEGA MAN X

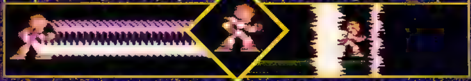
After years of anticipation and rumors, Mega Man is finally going to 16-Bit! If you anticipated an excellent game, then Mega Man X is definitely for you. Get ready for tons of weapons, power-ups and armor enhancements that make this a worthy addition to the Mega Man series. The game takes place in the future where Mega Man has been recruited (with his friend Zero) to destroy renegade reploids (human cyborgs) that have turned against mankind. Like the games in the NES line, if you defeat a Boss you get its powers and can use them against enemies and even other Bosses! With the improved graphics and sound, Mega Man X promises to be one of the hottest upcoming releases—even without Dr. Light or the evil Dr. Wily.

X-BUSTER (STANDARD ISSUE):



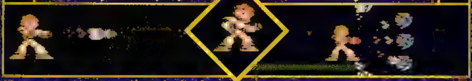
REGULAR:	POWERED:
Hold the FIRE button down longer for a bigger blast.	The upgraded X-Buster really charges up.

STORM TORNADO:



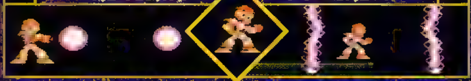
REGULAR:	POWERED:
A horizontal circular blast that races across the screen.	A wide, vertical blast of air to smash enemies.

HOMING TORPEDO:



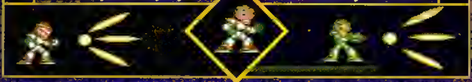
REGULAR:	POWERED:
Launch two missiles that home in on enemies to destroy.	Launch several deadly fish that destroy the enemies.

ELECTRIC SPARK:



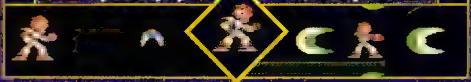
REGULAR:	POWERED:
Fire electrical balls that hug walls and smash foes.	Gives a horizontal wall of electricity from both sides.

CHAMELEON STING:



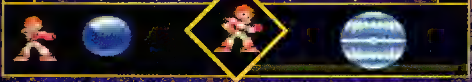
REGULAR:	POWERED:
Shoots a single green pod that separates into three shots.	Allows temporary invincibility. You can still fire the weapon.

BOOMERANG CUTTER:



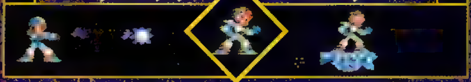
REGULAR:	POWERED:
Throws three boomerangs that return to you.	Throws several deadly blades that scatter to all sides.

PRESSURE SHIELD:



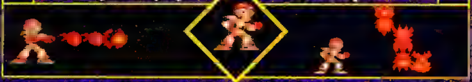
REGULAR:	POWERED:
Fires a horizontal tornado that bounces off walls.	Protects you from the harm enemies will try to do to you.

SHOTGUN ICE:



REGULAR:	POWERED:
Fires a ice blast that ricochets off the wall.	Makes a little ice sled you can ride across the floor on.

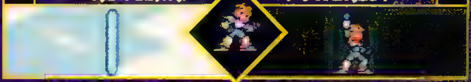
FIRE WEAPON:



REGULAR:	POWERED:
Powerful blast of constant fiery destruction.	A wall of flame on the floor moving in front of you.

ESCAPE LEVEL:

REGULAR: POWERED:

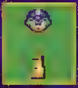


If you go into a stage where the Boss has already been defeated, select this option to take you out of it.

DESTROY ENEMIES AND LOOK WHAT YOU'LL FIND WHEN THE DUST SETTLES AND THE SMOKE CLEARS:

EXTRA LIFE:

Get an extra life with this icon of Mega Man X.



A WORD ABOUT ENERGY PODS...

If your Life Meter is full, each Replenisher collected will charge the Energizer. The smaller pods add 2 bars of ammo or life.

ENERGIZER:

Use this item and you can refill your life meter.

REPLENISHER:

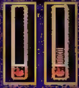
Refills eight bars of energy to your life meter.

EXPANDER:

Adds two extra bars of capacity to your Life Meter.

AMMO:

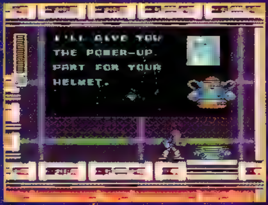
Refills eight bars of ammo to your special weapon.



FACT FILE

MEGA MAN X

MANUFACTURER	# OF PLAYERS
CAPCOM	1
DIFFICULTY	AVAILABLE
MODERATE	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
12 MEG	12
THEME	% COMPLETE
ACTION	90%



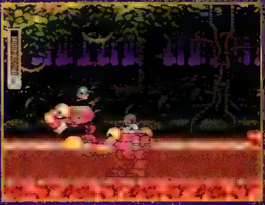
I'LL GIVE YOU THE POWER-UP PART FOR YOUR HELMET.

UPGRADED ARMOR:

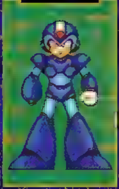
Check everywhere in the many levels. Chances are you will find special power-up areas that can enhance your attacks and defenses. There are four upgrades you can get: Armor, Accelerator, Blaster and Dash.

OTHER WEAPONS:

Some bad guys may have tough weapons, but you can use them too. One such weapon is the mech suit. This will make you practically invincible to attacks, just don't take too many hits. You can also jump and dash with it.

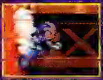


REGULAR MEGA MAN X POWERS:

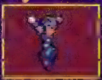


Even without his Special Powers, X is quite a tough little guy. One of his most helpful moves is his wall climb: move against a wall and press jump.

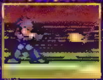
CLIMB:



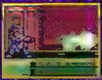
JUMP:



FIRE:

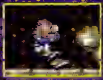


M. SHOT:

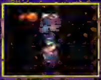


UPGRADED MEGA MAN X POWERS:

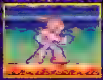
ARMOR:



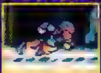
H. BUTT:



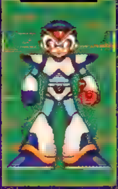
P. SHOT:

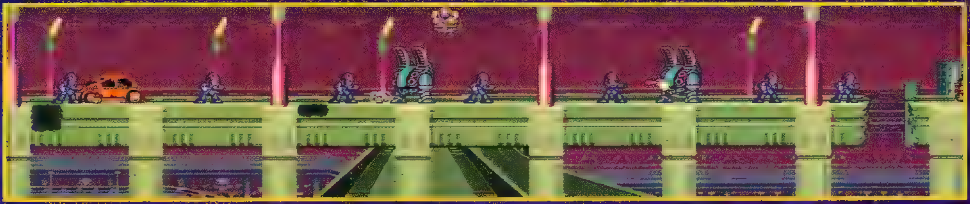


DASH:



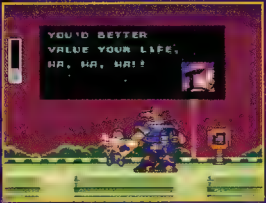
With X's upgraded powers, he is almost unstoppable. However, as you acquire these powers, the game gets more difficult. Find all four special powers.



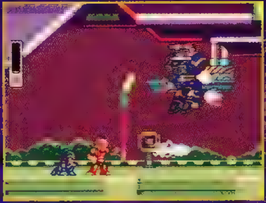


PROLOGUE STAGE:

The first stage (partial map above) is a horizontal (and at times vertical) run. Jump the deep chasms and beware of the giant mechanized wasps. When you destroy them, they will knock down the ledge you are standing on. Near the end, enemies in cars will attack you. At the very end of the stage is a Boss in a mech suit you cannot defeat. However, as he gloats over your defeat, Zero (the champion Maverick Hunter) will zip in and save the day. He will also give you very valuable advice.

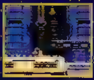


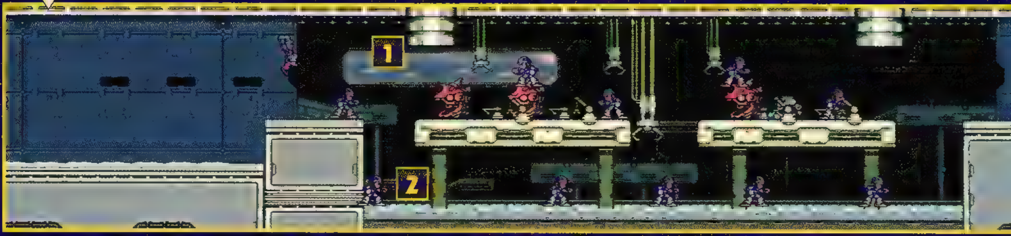
YOU'D BETTER VALUE YOUR LIFE, HA, HA, HA!!

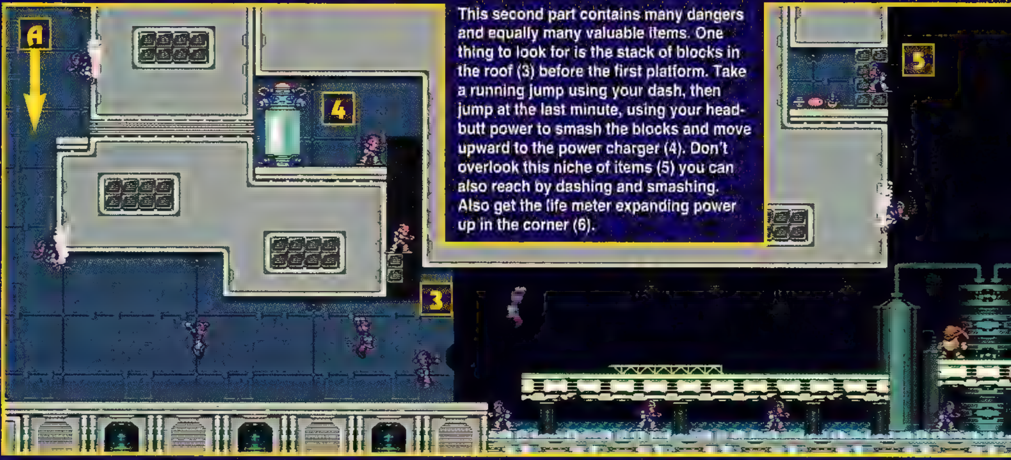


FACTORY STAGE:

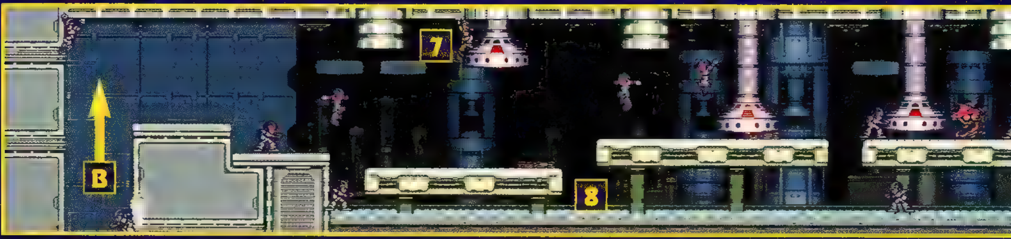
This stage takes place inside a giant assembly plant. Robotic parts will fall out of the tubes in the ceiling (1). Some will be partially functional and will shoot laser beams at you. If you attempt to complete this stage first, the ground will be covered

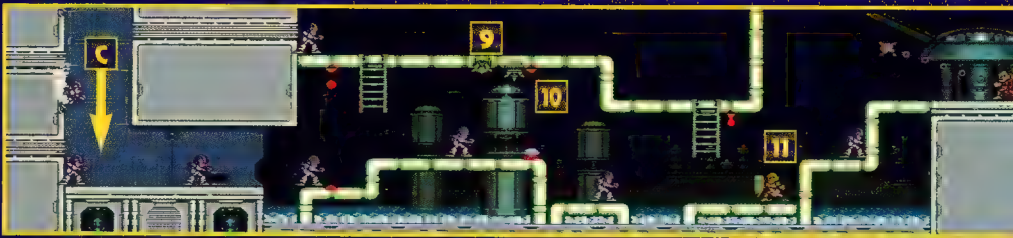




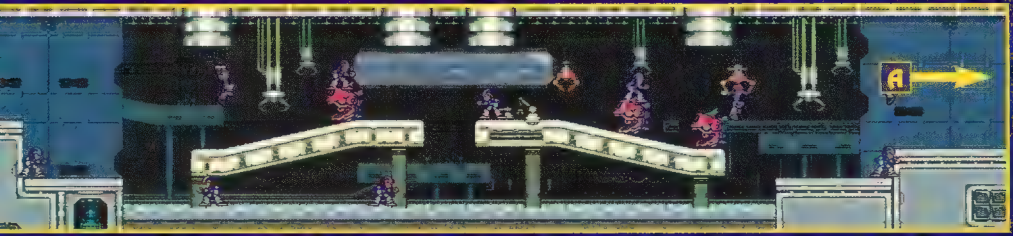


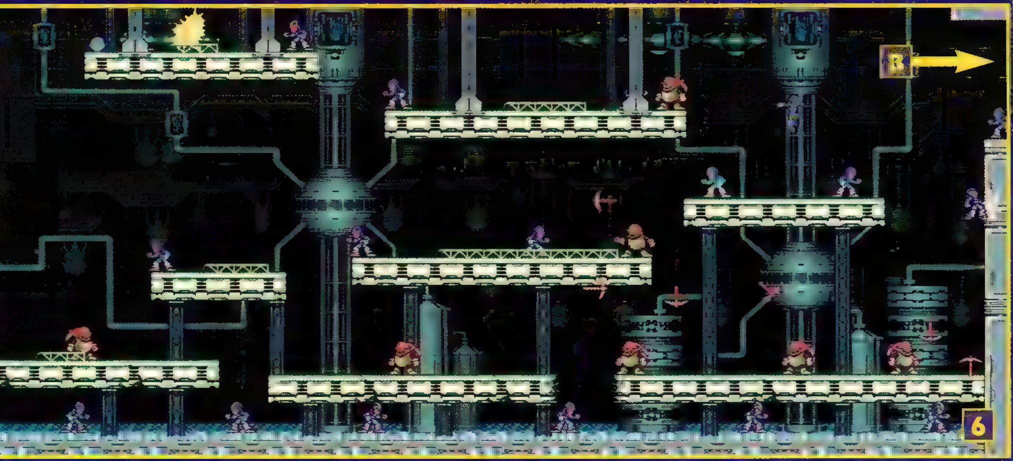
This second part contains many dangers and equally many valuable items. One thing to look for is the stack of blocks in the roof (3) before the first platform. Take a running jump using your dash, then jump at the last minute, using your head-butt power to smash the blocks and move upward to the power charger (4). Don't overlook this niche of items (5) you can also reach by dashing and smashing. Also get the life meter expanding power up in the corner (6).

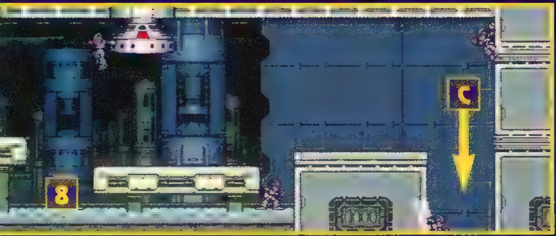




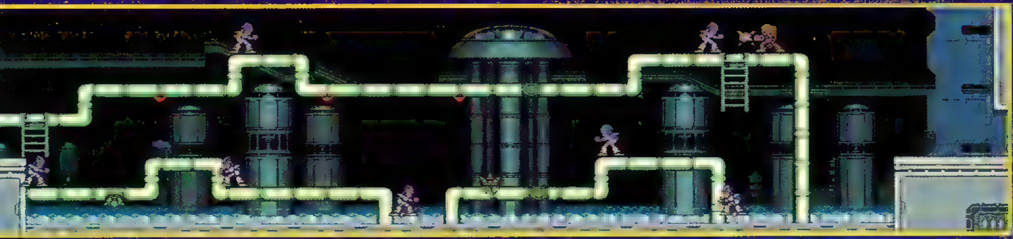
with a river of flowing lava (2) that can do horrendous damage if you touch it. This is especially troublesome with the grabber-exploders that will pick you up, explode and drop you in the burning lava. At the end of this part (A) you will move downward to the next section.

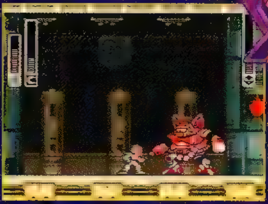






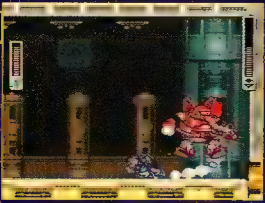
There are two horizontal stretches left in the level. The second to last (B) adds a new dimension to the assembly plant: the reject-smasher room. The giant smashers on the ceiling (7) will smash anything below—dash past these. Also remember not to stand below the conveyor belt when the junk is moved off (8)—it will fall on your head and do you harm. The last part is a run over pipes with rotating spikes (9). The dripping lava from the pipes is also a hazard (10). Also look out for the Mace-and-Shield guys (11). The easiest way to beat them is to wait until they throw their ball and chain, jump over it when fully extended, then shoot them at point blank range.

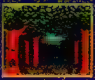


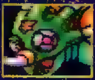


BOSS: BURNIN' NOUMANDER

Here it is—Burnin' Noumander! Essentially, it is a big mechanized elephant. The key to its defeat is the conveyor belt in this room. Burnin' can change the direction of it whenever it lifts its trunk in the air. However, if you are able to hit it enough times, its trunk will fall off. If you run away from it, it will catch up to you by pouncing on you from across the screen.

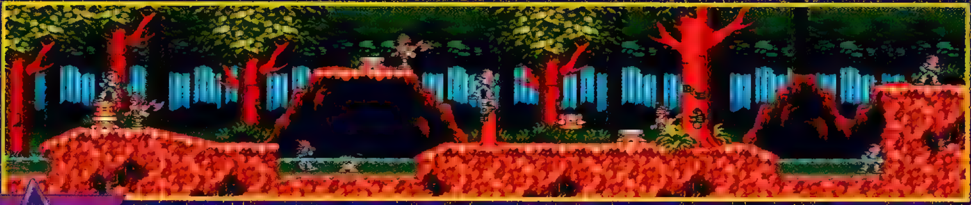






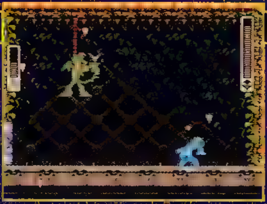
FOREST STAGE:

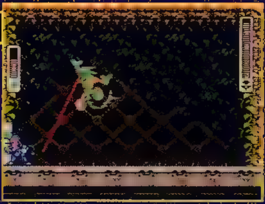
Tree-cutting reploids, nature gone bad and hardhat men disguised as shrubs are but a few of the many menaces in store for you here. There is also a cave where rocks fall from the ceiling. If you have the powered-up helmet, no problem.

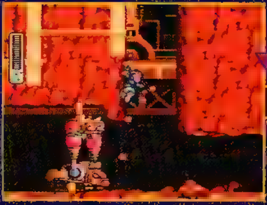


BOSS: STING CHAMELEAO

Tough Boss—especially when you can see it. Here is a new dimension: a Boss that can cloak itself. Sting can camouflage itself to blend in to its surroundings, then move in close to lash you with its deadly long tongue. This Boss attacks in several ways, notably knocking spikes on you from the ceiling and shooting bigger spikes from its tail.



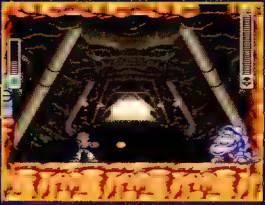




MINE STAGE: Take a wild ride on a mine cart and speed to the end of the stage. Beware of the giant stone drill: Just stay behind it.

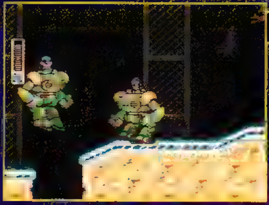
BOSS: ARMOR ARMAGE

This is a very tough Boss—it blocks your shots with its shielded body and attacks by rolling into a ball an rolling at you.



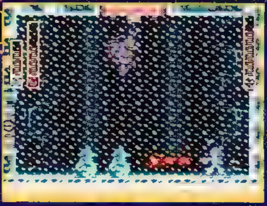
TOWER STAGE:

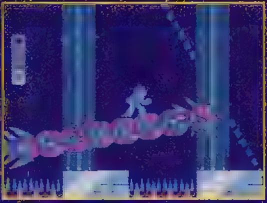
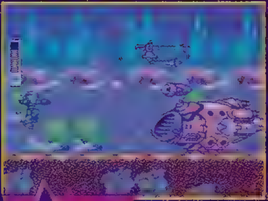
There is a valuable special weapon hidden in this stage, so complete this one first. Here you will also get the opportunity to get acquainted with the Mech Suit which you will need to use on the later levels.



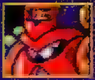
BOSS: ICY PENGUIGO

This is one of the easiest Bosses to defeat. Icy is big but incredibly dim-witted. For a nifty effect, use the flamethrower on it if you have one (can you say Yoga Fkame?). If you do this stage first, the best tactic is to stay in one of the top corners and wait for Icy to jump up to the ring in the ceiling: it will be an easy target for powered shots.

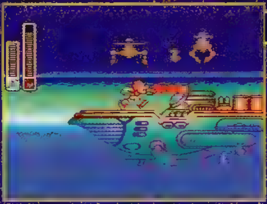


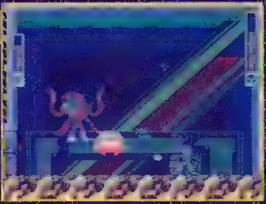
WATER STAGE:



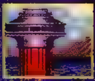
Mega Men aren't fish. This stage allows you to jump higher and move a little slower than the others. There are several dangers beneath the waters—some in particular to watch for are the giant sea serpents (which you can ride on, just avoid the spikes) and enemy submarines (which will either propel you away or suck you in).



BOSS: LAUNCHER OCTOPULD

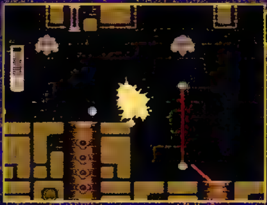


This Boss uses the surroundings to its advantage. Its most popular form of attack is to constantly spin and try to suck you in. It will also try to jump on you or fire missiles and even paranahas! Its most devastating attack is when it gets a hold of you and starts squeezing your life away! Keep your distance and use charged shots.

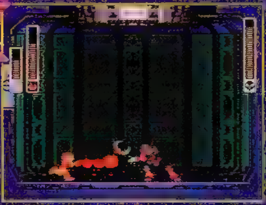


TOWER STAGE:

Only one way to go in this level: up. Here you must battle your way to the top of this tower—on the inside and outside. Also a new element is added here: laser trip wires. Break the red beam, and the sentries will shoot at you.



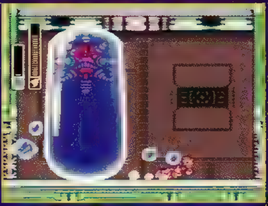
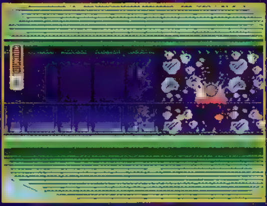
BOSS: BOOMER KWANGER



Yes, it wears a funny hat, but don't let it hear you say that. Boomer Kwanger is one of the hardest Bosses to defeat. It can vanish and materialize wherever it wants, and will keep you from hiding in the upper corners with its boomerang. Its deadliest move is when it spears you and smashes you against the ceiling. Take this guy on later when you have several weapons.

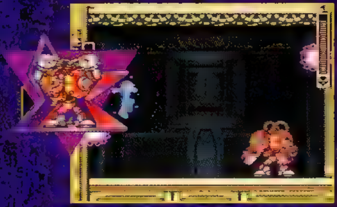
POWER PLANT STAGE:

This stage is loaded with electrical sparks, mechanical blobs and lots of lightning bugs. Don't fall in the pits: that way leads to death.

AIRSTRIP STAGE:

Start on the ground and work your way up. Ride elevated platforms and keep an eye out for items hidden behind gas tanks. Then fight on the airship.



BOSS: SPARK MANDRILLER

Spark is another tough Boss—his jumping on you alone can do terrible damage. However, there is one special weapon that will give you the edge on it.

THE GOOD

Mega Man finally goes to 16-Bit and it has been well worth the wait.

THE BAD

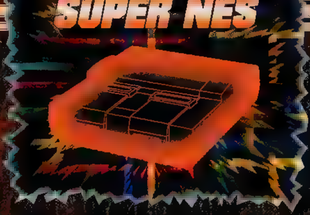
I suppose the only bad aspect of this game is the diminished replay value.

THE UGLY

Ugh! Mega Man looks like he is really hurtin' when he takes a hit.

BOSS: STORM EAGLEED

This Boss is really only vulnerable when it lands, so that is your time to strike. Look out, though, it can make a one-hit-wonder out of you by blowing you off the wing.



YOUNG MERLIN

A host of evil creatures has besieged this once pristine land. From his underground palace, the Shadow King is directing his minions—the Meanies—to destroy all things of beauty. The Shadow King is winning, and all the land will soon quiver in his grasp. Meanwhile, Young Merlin was swept away by a raging river while trying to save a beautiful maiden.He awakes to find himself in an enchanted land. As you explore your surroundings, you discover the evil Shadow King's plot. Armed with an arsenal of magical items, Merlin enlists the help of the Lady of the Lake. It will take all your cunning and fighting skills, along with the help of the Lady of the Lake, to defeat the Meanies and penetrate the fortress of the Shadow King. Loads of puzzles and objects will keep you guessing and figuring your way through this colorful journey.

THE GOOD

Plenty of puzzles and maze-type adventuring to keep you busy for a long time.

THE BAD

The ending is kind of short and confusing. I don't want to spoil it, but let's just say you don't win!

THE UGLY

Those adorable (or horrible) little Meanies. The minute mongers need to get a good trashing in the end!

YOUNG MERLIN

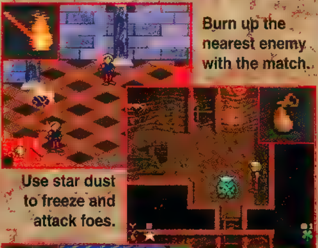
FACT FILE

YOUNG MERLIN

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	AVAILABLE
MODERATE	1ST QTR '94
CARTRIDGE SIZE	NUMBER OF LEVELS
16 MEG	10
THEME	% COMPLETE
ADVENTURE	100%

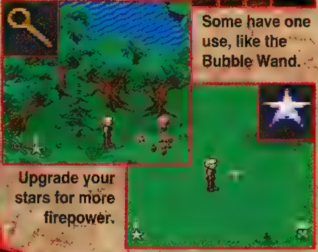
BASIC TIPS ON THE ROAD TO ADVENTURE

WEAPONS



Burn up the nearest enemy with the match.

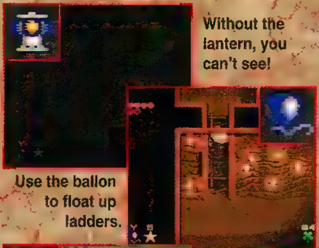
Use star dust to freeze and attack foes.



Some have one use, like the Bubble Wand.

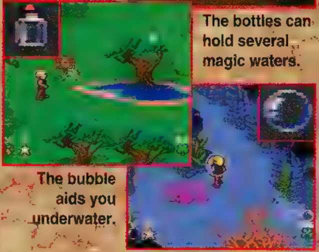
Upgrade your stars for more firepower.

ITEMS



Without the lantern, you can't see!

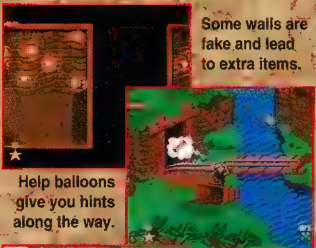
Use the ballon to float up ladders.



The bottles can hold several magic waters.

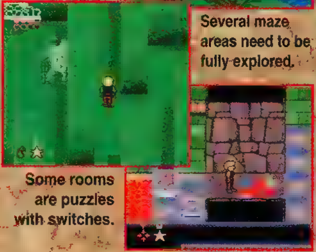
The bubble aids you underwater.

SEARCHING



Some walls are fake and lead to extra items.

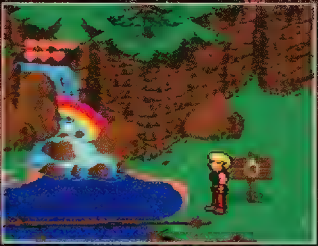
Help balloons give you hints along the way.



Several maze areas need to be fully explored.

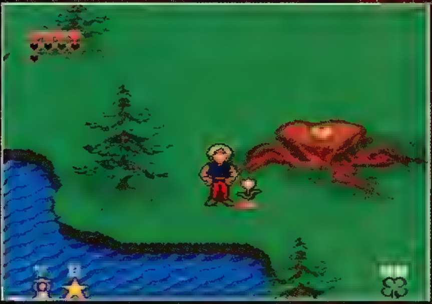
Some rooms are puzzles with switches.

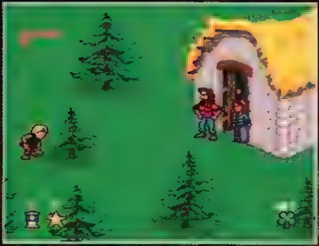
ADVENTURE AWAITS YOU IN PINEDALE AND BEYOND



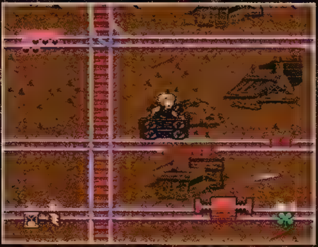
In the beginning, return here to give the gems to the Lady of the Lake for items.

In the second part of the game, you'll have to use the Rainbow Gate to teleport from the other world to your home land. Instead of returning to the lake, you will use the power of nature— with the help of the Lady of the Lake —to get items. Look for this tree stump near the old Wizard's house to get additional items that will help you further in the game.

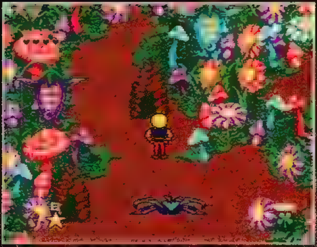




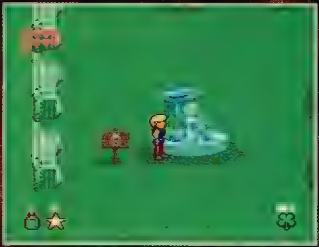
The beautiful maiden and her father are a few of the captives you will have to save.



Some scenes make you ride in a cart— watch out for broken sections in the track.

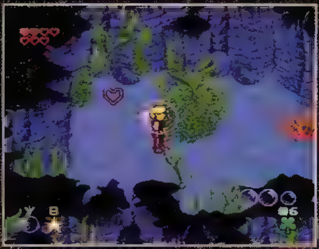


Travel to other worlds where strange plants and tunnels await you.

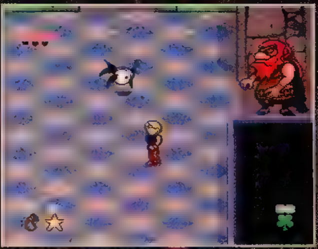


In the hedge maze, you'll find the Wizard's key and an extra item you'll need later.

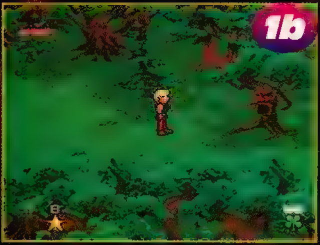
hey, check out the awesome map and tips on the next page!



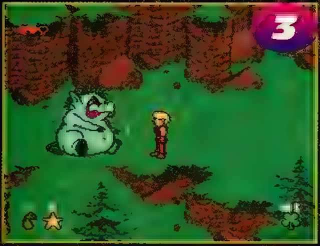
You'll have to learn to survive under the sea as well as above.



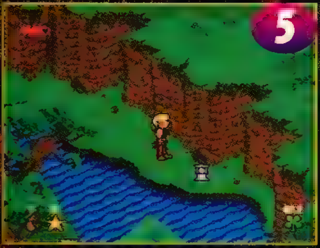
The Shadow King has many tricks up his sleeve. Can you figure out how to kill him?



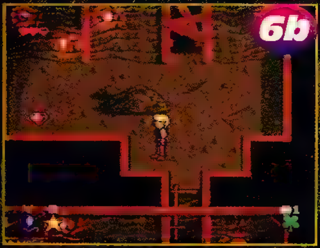
Use the gem to get the shooting star. Fight the tree and collect the items.



Use the ice and fire technique to keep attacking this big pig.



Get the lamp to light up the mine or else the whole area will be dark.



Use the gem to get a balloon from the lake, then find the red gem in the mine.

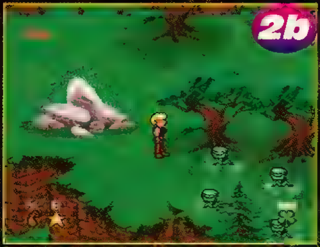
8 Retrieve the crystal and give it to the chime so you may pass into the city of Pinedale.

A Drop all gems here. The Lady of the Lake will exchange them for an item you'll need.

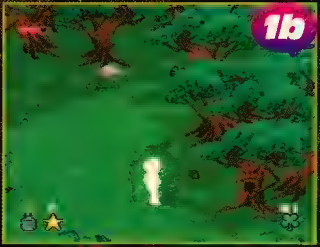
B At areas marked B, pick up the Hollow Heart to add an extra place holder by your Health Meter.

C This area is a pig pen loaded with enemies. Use the Freeze and Attack Method to make it by them.

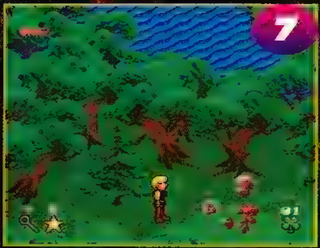
D Collect the flowers at these locations. They will be needed later to get other items.



Use the orange gem to get a bag of freezing dust and ice the plants.

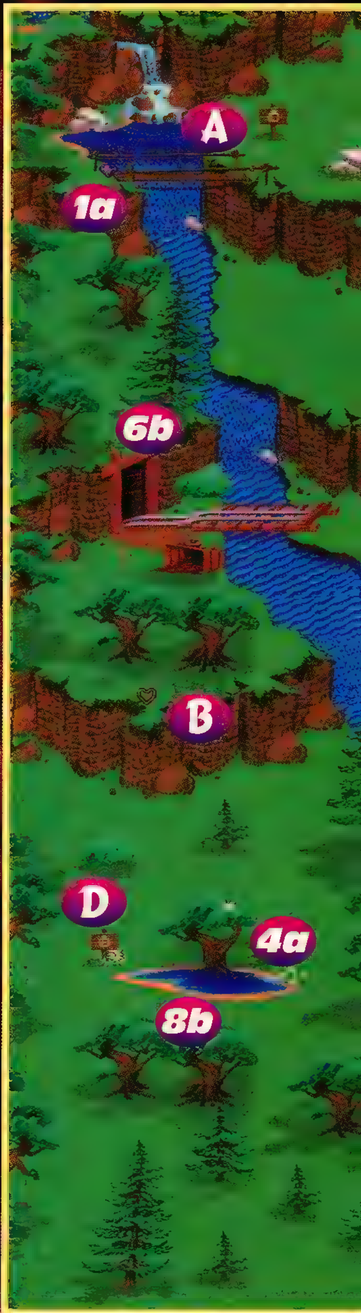


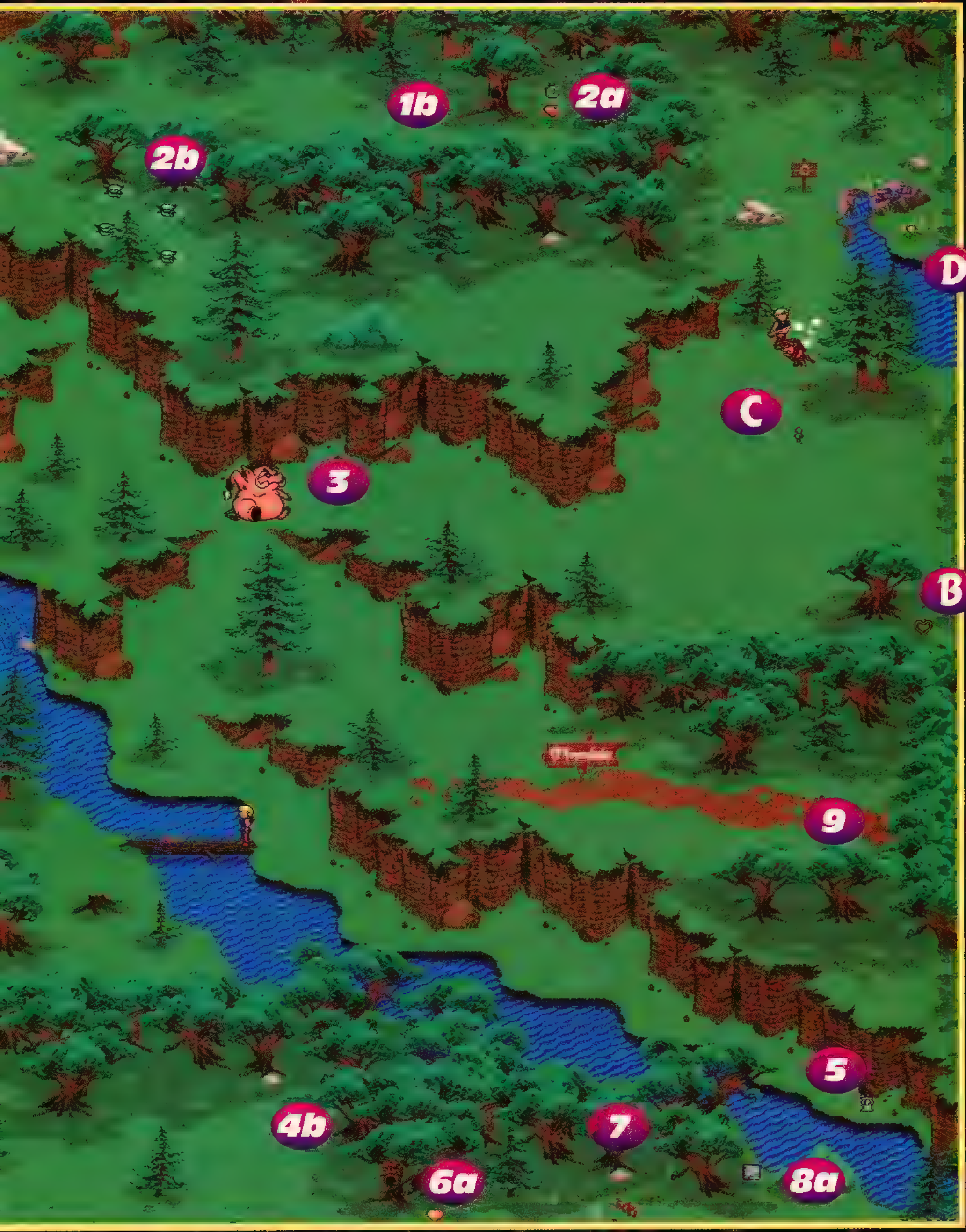
Use the water at 4a to become invincible and kill the tree at 4b.



Use the red gem from the cave to get the bubble maker and attack the meanies.

9 Now you must enter a whole new section of the game where the challenge and adventure go on!

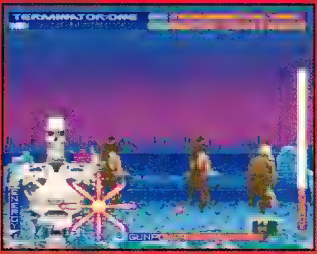



1b
2a
2b
D
C
3
B
9
5
4b
7
6a
8a

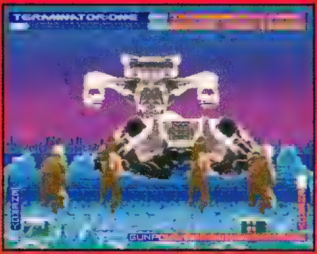
MISSION 1 : LOS ANGELES
JULY 11, 2029

August 29, 1997 is a day that will never be forgotten—Judgment Day. The day of nuclear fire that will claim three billion lives when the machines take over the human race. Now it's up to you and John Connor to complete two of the most important missions you're ever going to face. In Mission One, you must wipe out the cyborgs, destroy Skynet and reach the field generator in order to go back in time. In Mission Two, you must save young John Connor from the unstoppable T-1000 and help Sarah Connor destroy Cyberdyne research, the company that is responsible for Skynet and the end of the world as we know it.

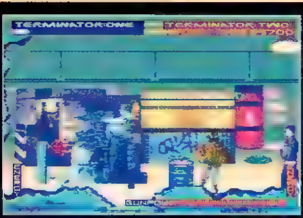
LEVEL 1: THE BATTLEFIELD


TERMINATOR·ONE
ENERGY
GUNPOWER

Your mission is to aid the resistance by annihilating the T-800 Endoskeletons.


TERMINATOR·ONE
ENERGY
GUNPOWER

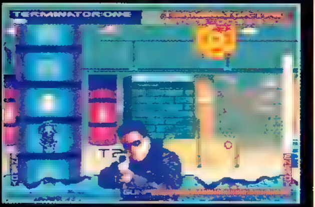
You better grab plenty of ammo if you want to destroy the ground HK.


TERMINATOR·ONE
TERMINATOR·TWO
GUNPOWER

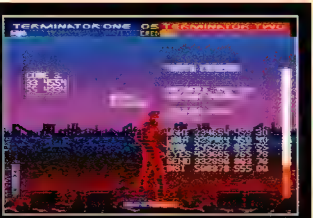
Once past the battlefield, your main objective is to protect the lives of the human resistance, as you wage war against an army of T-800 units.

LEVEL 2: THE HIDEOUT

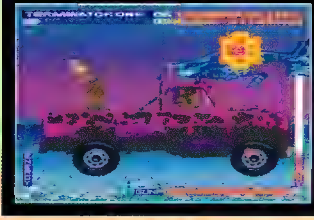
If you plan on surviving, you need to have quick reflexes to fight the war against the machines. The Model-101 T-800 will stop at nothing to terminate you. That's its only job!


TERMINATOR·ONE
GUNPOWER

In Level 3 your only goal is to make sure John Connor, head of the human resistance army, successfully completes the journey to Skynet.

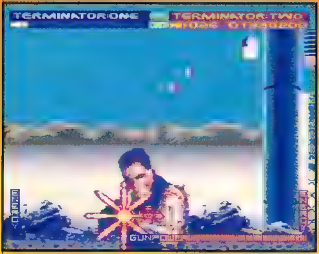

TERMINATOR·ONE
TERMINATOR·TWO

LEVEL 3: TRIP TO SKYNET

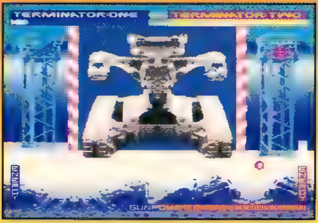

TERMINATOR·ONE
GUNPOWER

With only the aid of a machine gunner, you must protect John from an onslaught of T-800 Endoskeletons and aerial HKs. Make sure to grab as many power-ups as possible.

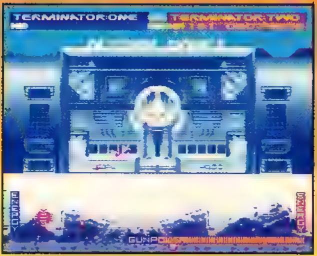
LEVEL 4: SKYNET


TERMINATOR·ONE
TERMINATOR·TWO
GUNPOWER

On your way to Skynet, you're confronted by an onslaught of enemies. Waste 'em!


TERMINATOR·ONE
TERMINATOR·TWO
GUNPOWER

You will meet up with the ground HK again as a Mid-Boss; don't waste any time!


TERMINATOR·ONE
TERMINATOR·TWO
GUNPOWER

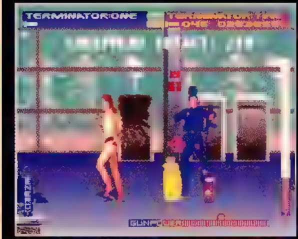
Skynet is your only chance to reach the field generator and be sent back in time.

TERMINATOR 2

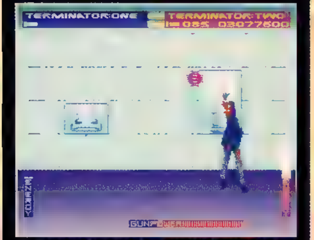
THE ARCADE GAME

MISSION 2 : LOS ANGELES, TODAY

LEVEL 5: CYBERDYNE

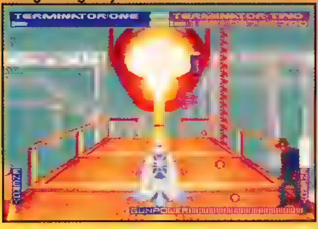

TERMINATOR:ONE
TERMINATOR:TWO
ENERGY
GUNPOWER

Help Sarah Connor destroy as much equipment as possible to put an end to the future of Skynet.


TERMINATOR:ONE
TERMINATOR:TWO
085 03077600
ENERGY
GUNPOWER

The history of the world lies in the hands of young John Connor!

Grab the falling shotgun shells in the beginning or you'll never have a chance.


TERMINATOR:ONE
TERMINATOR:TWO
ENERGY
GUNPOWER

FACT FILE

TERMINATOR 2: THE ARCADE GAME

MANUFACTURER	# OF PLAYERS
LJN	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	JANUARY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
N/A	7
THEME	**% COMPLETE**
SHOOTING	100%

THE GOOD

I like the option of being able to play the game with either the controller, the Super Scope or the mouse.

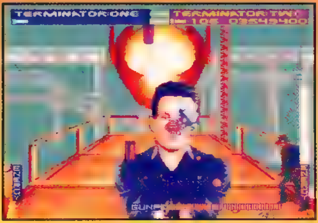
THE BAD

Unless you own a Super Scope, it's very hard to get the arcade feel, and even then you're pushing it.

THE UGLY

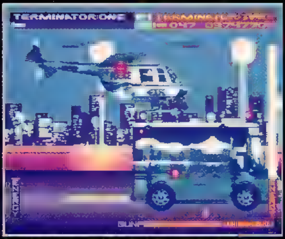
Arnie wins hands-down for all three: the good, the bad and the ugly, especially when his skin peels off.

LEVEL 7: THE STEEL MILL

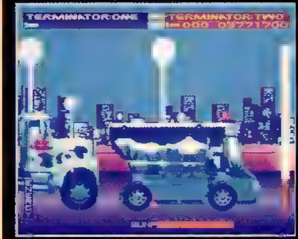

TERMINATOR:ONE
TERMINATOR:TWO
103 03549400
ENERGY
GUNPOWER

Keep the T-1000 away from John Connor in order to prevent Judgment Day.

LEVEL 6: THE FREEWAY

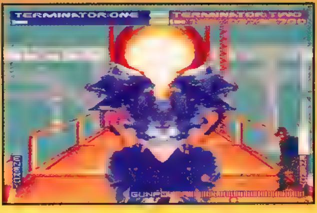

TERMINATOR:ONE
TERMINATOR:TWO
ENERGY
GUNPOWER

Upon fleeing Cyberdyne, you are chased by the advanced liquid metal T-1000 who has a bad attitude!


TERMINATOR:ONE
TERMINATOR:TWO
000 09771700
ENERGY
GUNPOWER

It will take a lot of firepower to stop this tractor-trailer and the T-1000.

The T-1000 can take many shapes and forms, but can he take the heat that you're about to give him? Finish him!


TERMINATOR:ONE
TERMINATOR:TWO
ENERGY
GUNPOWER

Terminator © 1991 Carolco Pictures Inc. (USA & Canada) Carolco International

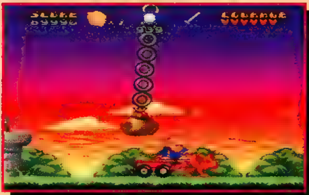
Dennis the MENACE™

Dennis the Menace has finally made his way to the Super NES thanks to the folks at Ocean. Rest assured, Dennis' new adventure was worth the wait.

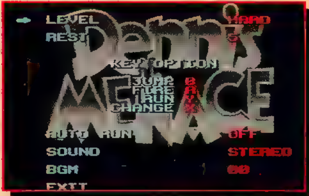
Sporting some of the weirdest Bosses you're ever likely to see, this wonderful adventure cart is a blast to play. The graphics and backgrounds are exceptionally well-rendered. Ocean's use of colors will really blow you away.

Dennis has his choice of three weapons that he can switch between at any given time. The enemies you encounter will definitely leave you slack-jawed.

Dennis can also pick up a variety of items like power-ups and golden coins. Hats off to Ocean for a really fun cart!



Colorful graphics and fun game play make Dennis the Menace a blast to play!



LEVEL HARD
REST 5
KEY OPTION
JUMP B
FIRE
RUN
CHANGE
AUTO RUN OFF
SOUND STEREO
BGM 00
EXIT

The Options Menu lets you customize many key aspects of your game.

THE GOOD

Excellent graphics! Very colorful! Funny game play will be great for the younger gamers.

THE BAD

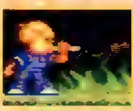
If you've even considered going out on a date or getting a job, this game is a little too young for you.

THE UGLY

A perverse Walter Matthau roams around in a bathrobe. Ooh, sexy! Hey, watch those hands buddy!

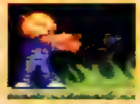
DENNIS IS ARMED TO THE TEETH!!

PEA SHOOTER



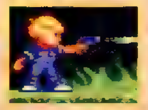
The pea shooter is an excellent all-around weapon. Use it for all enemies and for distance shooting.

SLINGSHOT



The slingshot works the best in close-contact situations. This has less range than the pea shooter.

WATER PISTOL

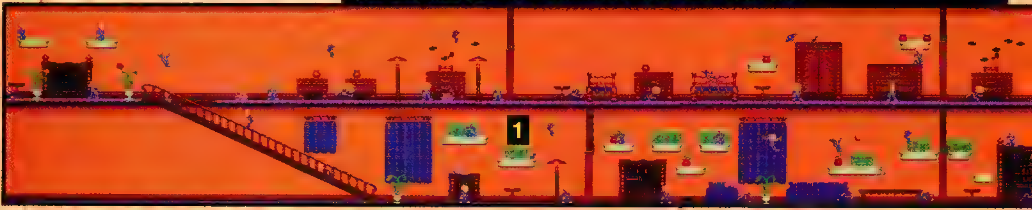


Water pistol is Dennis' standard weapon. It will freeze smaller enemies at close range. Not too effective.

LEVEL ONE- MR. WILSON'S HOUSE

There are a bunch of things to find in Level 1. Mr. Wilson's house is loaded with goodies for Dennis to pick up. Dennis can find weapons, power-ups and coins simply by exploring the house. Be careful, though, Mr. Wilson is upstairs waiting for you!

Start by grabbing the slingshot (1). This will come in handy almost immediately as you progress through the house. To get into Mr. Wilson's basement, go through this door (2). In the basement, you can find a pea shooter which is a really choice weapon! After you have completed the level, and found the four big coins, you can activate the coin symbol (3). Upon doing this, you will be allowed to exit the level. Good luck!!

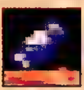


© 1993 Warner Bros DENNIS THE MENACE is a trademark of Hank Ketcham Enterprises Inc.

ITEMS FOR DENNIS TO PICK UP!

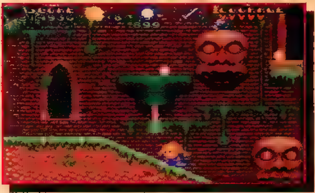
Gold Coin- These are strewn about everywhere! Collect lots of them for tons of added points. At the end of each level, the amount of coins that you collected will be tallied into your score.

Big Gold Coin- You must collect four of these per level in order to get to the next level. These suckers are generally much harder to find than their smaller counterparts.

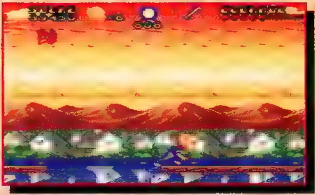


Blue Candy- When Dennis grabs one of these little marvels, his courage (life) meter is boosted back to full. If you are low on courage, find these at all costs. They are fairly abundant and easy to find!

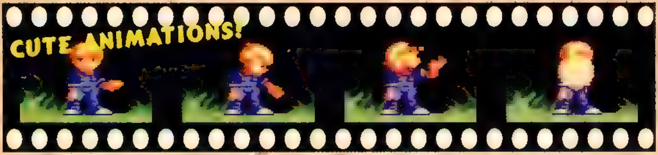
Exit Coins- After you pick up four of the large gold coins, you can activate these coins and progress to the next level. Try to find these coins as soon as possible so you have an idea where the exit is.

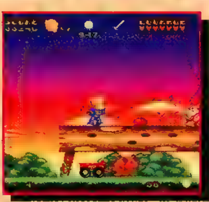


Be on guard for the many hidden booby traps which occur in each of the levels.

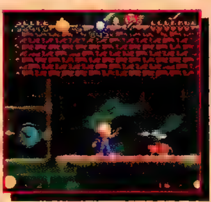


When you are running across the planks between trees, the walkways will collapse!

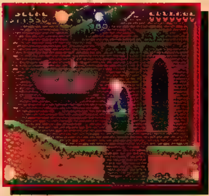




LEVEL 2- In this level, Dennis must ride the wagon amidst the various obstacles. Hop over them to make it through. Be careful!



LEVEL 3- In the boiler room, be on guard against the booby traps and enemies that you'll encounter. This is a level which demands a lot of jumping.



LEVEL 4- Here you have to jump on the green bubbles and ride them up. This is much harder than it sounds.

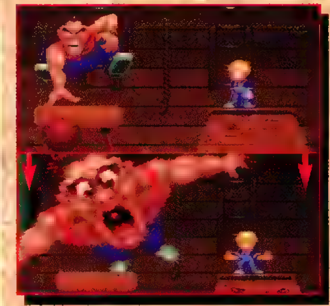
When I get my hands on that kid, look out!!

Dennis the Menace

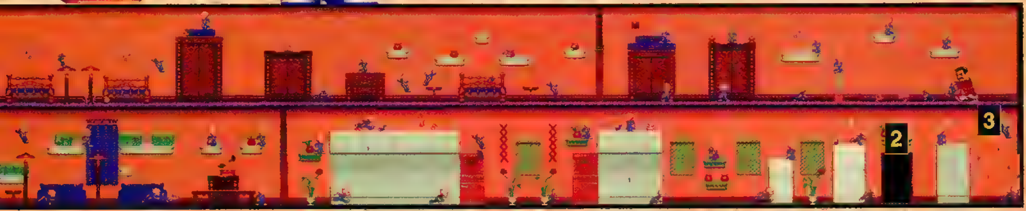
FACT FILE

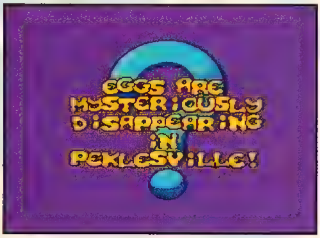
DENNIS THE MENACE

MANUFACTURER	# OF PLAYERS
OCEAN	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	24
THEME	% COMPLETE
ACTION	90%



Fans will be amused at the Mode 7 effects after beating the Bosses!





EGGS ARE MYSTERIOUSLY DISAPPEARING IN PEKLESVILLE!

ALFRED CHICKEN

Tragedy has befallen Pecksville! All the eggs have been mysteriously disappearing. Mr. Peckles, a flower, found out that the Meca Chicken has plans to clone all of the children in order to form the ultimate Meca Chicken army! Mr. Peckels quickly summons Alfred Chicken who immediately sets out to rescue the eggs.

This game is full of funny animations, colorful backgrounds, cool attacks and plenty of strategy! In every level, there is a secret room to be found, where you will talk to Mr. Peckels. He will give you something you will need at the end of the game. Keep your eyes open!

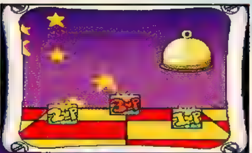
FACT FILE

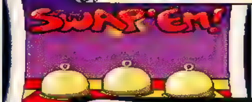
ALFRED CHICKEN

MANUFACTURER	# OF PLAYERS
SOFTWARE TOOLWORKS	1
DIFFICULTY	AVAILABLE
MODERATE	FEBRUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
8 MEG	21
THEME	% COMPLETE
ACTION	90%

BONUS LEVELS

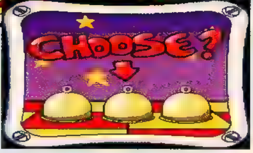
Play the shells for extra guys.





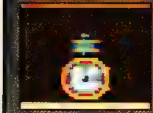
Time to mix them all up!

Did you watch carefully enough?

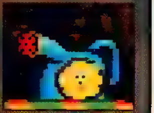


HELPFUL ICONS

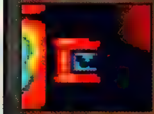
Find these to help you find the eggs.



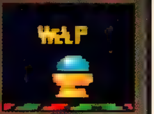
Adds 30 seconds to the clock.



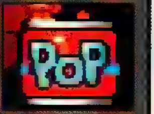
You'll need these at the end!



This revolves around you.



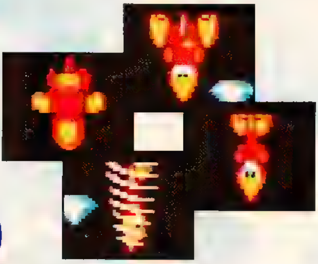
Gives an extra life.



Protects against the saw.

ATTACK!

Your main attack is to dive bomb on your enemies. The longer you, fall the more powerful the hit!



THE GOOD

Cool concept with a lot of funny enemies. There was a lot more strategy involved than I expected.

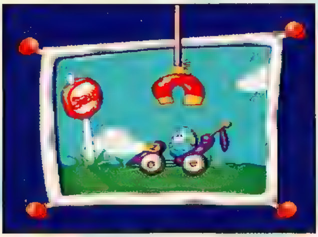
THE BAD

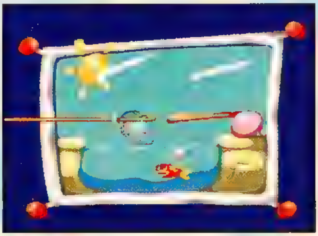
Even though this game gives a password, it is not given often enough.

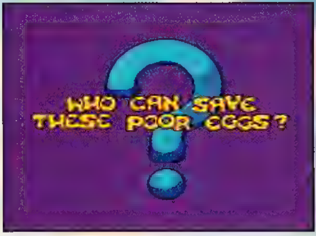
THE UGLY

The only thing ugly about this game is the way Alfred explodes when he's hit. Feathers everywhere!

Help! Save us before we are turned into robots!

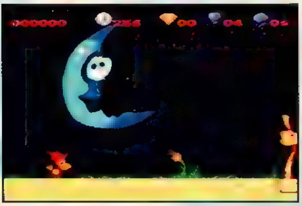




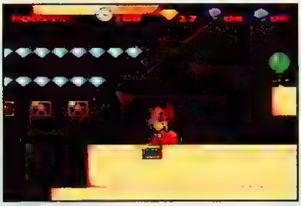


STAGE 1

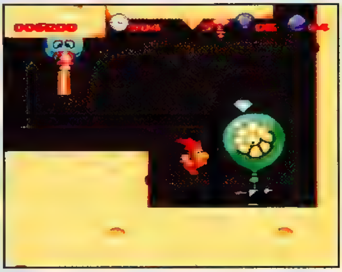
On this stage you will learn the basics of being a chicken, like how to peck and dive bomb.



Start this level by being outside with the intriguing moon. Then, follow the sign to the door that allows you to enter.



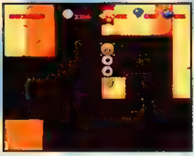
Dive bomb the mechanical mice before they get you. Make sure to peck the balloon or this is where you start if you die.



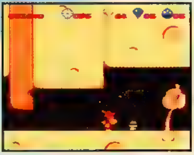
At the end of each level, you will find a huge balloon that you have to peck. Once you do, it will take you to the next level.

THE HIDDEN WATERING CANS

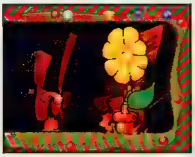
These cans are found on every level in hidden spots. If you find 18 of them, something special will happen at the end!



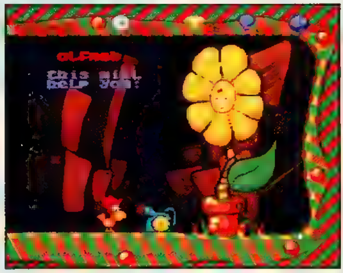
By finding hidden blocks, you can find the cans.



There is usually one free guy along the way.

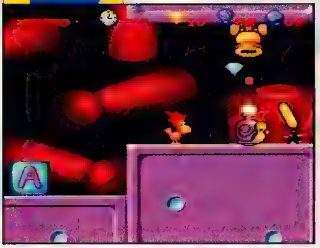


When you get to this room, answer the phone.

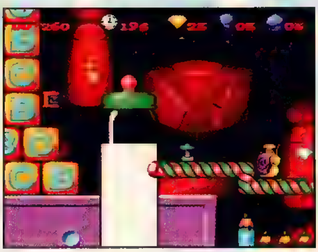


STAGE 2

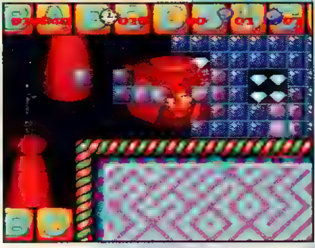
On this stage there is a little more strategy involved and there are also more power-ups!



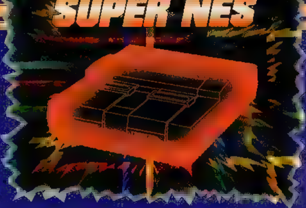
Be careful here because you have to do a double attack to get through. Watch your timing—when you think you've got it, go!



Remember to search everywhere for icons, because sometimes they are in places that are not so obvious.



Here, you will have to peck through the ice in order to reach the jewels and find a way to the exit.



FACT FILE

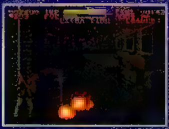
THE UNTOUCHABLES

MANUFACTURER	# OF PLAYERS
OCEAN	1
DIFFICULTY	**AVAILABLE**
MODERATE	JANUARY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	5
THEME	**% COMPLETE**
SHOOTING	90%

Al Capone and The Mob are up to no good. And it's up to The Untouchables to put a stop to it! As an Untouchable, your mission is to eliminate the enemies while acquiring the critical evidence to indict Al Capone.

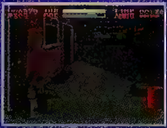
As you relive the dangerous Chicago crime-fighting drama of the 1920s, you'll venture through treacherous warehouses and alleys loaded with danger and rapid-fire shootouts. You're up against the most evil of villains—and only an Untouchable can stop him!

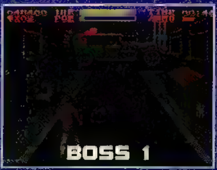
ASSIGNMENT 1 DOWNTOWN SHOOTOUT



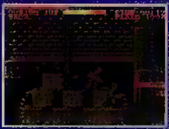
Dynamite will be thrown at you.

Guys will sneak up on you as well.



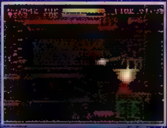


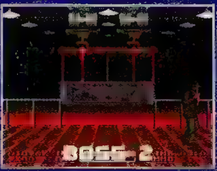
ASSIGNMENT 2 COUNTERFEIT OPERATION



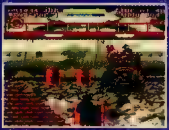
Al's men will attack from everywhere.

Move quickly when this guy fires from above.



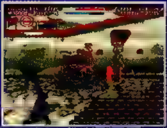


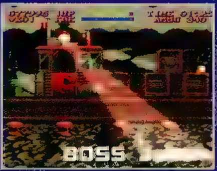
ASSIGNMENT 3 THE GUN RUN

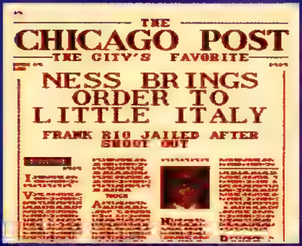


Take aim at the thug coming out of the truck.

Run for your life from the crossfire.







THE

CHICAGO POST

THE CITY'S FAVORITE

NESS BRINGS ORDER TO LITTLE ITALY

FRANK RIO JAILED AFTER SHOOT OUT

The local newspaper will print any news, good or bad, regarding your hunt for the notorious villain.

HELPFUL ITEMS

CLOCK		Allows extra time to clear level.
HEALTH		Replenishes your health.
RAPID FIRE		Allows multiple shots.

THE GOOD

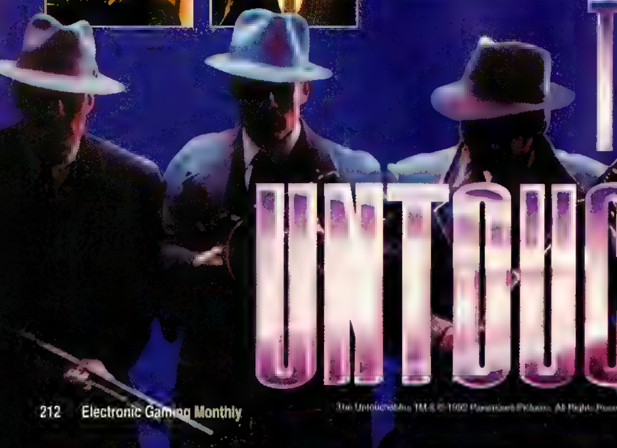
Good variety of game play, played through different perspectives from a first-person to a top view.

THE BAD

Some of the controls are rather awkward, like where the jump ability is on the X button.

THE UGLY

In general, the play control takes some time to get used to and the speed of the game is slow.



THE UNTOUCHABLES

The Untouchables TM & © 1992 Paramount Pictures. All Rights Reserved.

A game based on
the touching story of visitors
from another planet receiving
a traditional small-town
Texas welcome.

COMMENCE 5 LEVELS OF EXTRATERRESTRIAL-BASHING IT'S ALL LIVE ACTION WITH LIVE ACTORS. AT LEAST THEY'RE ALIVE WHEN YOU START.

RETICULANS ARE ABDUCTING TOWNSPEOPLE FOR FOOD. BLAST THEM INTO UNCONSCIOUSNESS AND STEAL THEIR WEAPONS. THAT OUGHT TO RUIN THEIR APPETITES.

VIEW ACTION THROUGH BATTLECAMS ARMED WITH PLASMA DISRUPTER PARTICLE BEAMS MESSY BUT EFFECTIVE

SEARCH THE CANTINA WHERE 5 DIFFERENT PATRONS PULL GUNS ON YOU (CUSTOMERS OR ALIENS?) THINK FAST SLOW VISITORS GET LEAD POISONING

SONY IMAGESOFT

(sure, it's just a game.)

THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE HAVE LANDED AND YOUR JOB IS TO STOP THEM IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S KICK SOME ALIEN BUTT.) IT WON'T BE EASY. THESE RETICULANS INGEST AND INHABIT HUMAN BODIES WHICH MAKES THEM A LITTLE DIFFICULT TO SPOT. THEN YOU'VE GOT HEAVILY ARMED STORMTROOPERS TO FRET ABOUT. THEY ENJOY BARBECUED RIBS. YOURS. TO SURVIVE YOU'LL HAVE TO STEAL THEIR ARTILLERY. BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD TO DO A LITTLE SHOOTING OF OUR OWN—IN HOLLYWOOD. FOR THE FIRST TIME EVER, AN ENTIRE MOVIE WAS SHOT FOR

Digital Pictures

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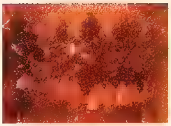

BLAST INVADING STORMTROOPERS. ACCURATE TARGETING RECOMMENDED OR SUFFER FROM A FATAL CASE OF LASER BURN

CLUES LEAD YOU TO THE INVADER'S ARSENAL. CAREFUL, ACE. ONE WRONG MOVE AND YOU'LL BLOW IT...AND THE WHOLE TOWN!

NEW FIREPOWER LETS YOU SPLATTER GREEN ALIEN GUTS ALL OVER MAIN STREET. (YOU MAY BLOW CHUNKS WHEN YOU SEE THIS.) A REAL BUMMER FOR THE SANITATION DEPARTMENT.

AGENT DISALVO CLUES YOU IN TO THE WHEREABOUTS OF A LASER CANNON. FIND IT, VAPORIZE THE MOTHERSHIP AND SAVE THE HUMAN RACE FROM BECOMING SUSHI.

THE SOLE PURPOSE OF MAKING THE ULTIMATE INTERACTIVE GAME. WE SPENT 3 MILLION DOLLARS ON THE BEST SPECIAL EFFECTS, STUNTS, BLASTING ACTION AND THUNDERING SOUND EFFECTS MONEY COULD BUY. (THE SAME FOLKS MADE ROBOCOP.) THEN WE DIGITIZED THE WHOLE THING. THE RESULT IS A FULLY INTERACTIVE, GREEN BLOOD-SPLATTERING, ACTION-PACKED ADVENTURE WHERE EVERY DECISION YOU MAKE CHANGES THE ACTION EVERY TIME YOU PLAY. THIS GAME IS SO REAL THAT IT WILL PROBABLY REVOLUTIONIZE THE WAY GAMES ARE MADE IN THE FUTURE. IF THERE IS A FUTURE. THAT'S UP TO YOU, PARTNER.

FOR SEGA CD.

SEP
SEGA CD
GROUND ZERO
TEXAS
DMV

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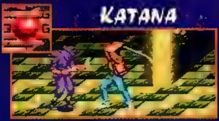
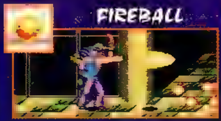
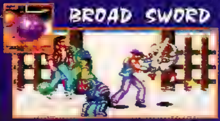
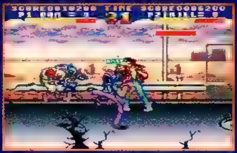
POWER-UP WITH THESE ICONS!



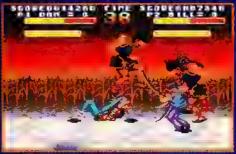




STAGE ONE

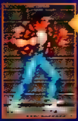


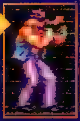
Early in the game, the enemies are easy targets.



Grab any nearby enemy and flip-toss them to the side.

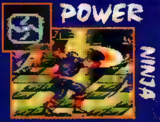
BRAWL BUDDIES

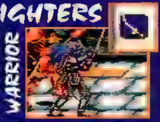




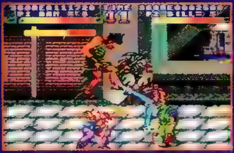
Choose from these two able fighters and power them up to be super fighters.

POWER FIGHTERS

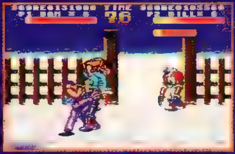




STAGE TWO



Place some hits all at once on more than one enemy!



Bill can knee a guy with his special attack combos.

Sengoku
©1991 CORPORATION
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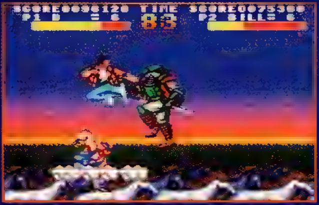
FACT FILE

SENGOKU

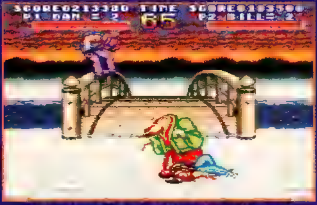
MANUFACTURER	# OF PLAYERS
DATA EAST	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	FEBRUARY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	7
THEME	**% COMPLETE**
ACTION	100%

BOSS 1



Move from side to side and avoid his rush. Jack him hard when he gets near you.

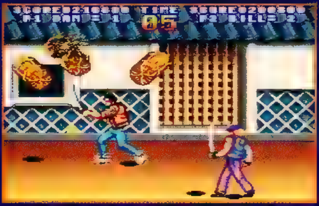
BOSS 2



This giant Man-Rat Boss is quick and agile, but his attacks are an easy pattern.

SENGOKU

BONUS STAGE



Slash as many of these bales of hay as possible before the timer runs out.

Four hundred years ago, a powerful ruler arose and sought to bring all the land under his control. He was then defeated by two brave and valiant warriors. The wicked ruler promised to return to conquer again. Now, in a strange twist of fate, you and a friend must step forward and oppose the ruler.

Choose from two fighters and take on the ruler's henchmen in the streets. On the way, you'll find some useful items that will power-up your characters to be strong fighters with special abilities. The time to save the world has come again!

THE GOOD

Although a bit awkward, the controls aren't bad, giving you some nifty moves.

THE BAD

There aren't any intermissions that get back into the interesting story from the beginning of the game.

THE UGLY

The screams of the enemies as you kill them off sound close to dying animals.

E=MC²
“Cogito Ergo Sum”
GEAR WORKS
GAME GEAR
GEAR WORKS
GAME BOY
SONY
IMAGESOFT

INTRODUCING THE ULTIMATE BRAIN GAME

Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay “Beavis, Butt-Head and Buddy Themes in Western Thought.” Now, isn't it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris™ it takes seconds to learn but a lifetime to master.

GEAR WORKS. THE PUZZLE GAME THAT'LL STRAIN YOUR BRAIN.

Solve over a hundred puzzles as you connect gears in a race against time and friction.

Transform twelve wonders of the ancient and modern worlds into smooth ticking time pieces.

Blast pesky gremlins determined to rust and break off the teeth of your gears.

Use high impact explosives to blow up incorrectly placed gears.

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SUPER GOAL! 2

THE GOOD

A really cool soccer game. All of your players have headbutts, slides and awesome kicks.

THE BAD

If you are not used to playing soccer, you may get confused and try to pass it to the referee!

THE UGLY

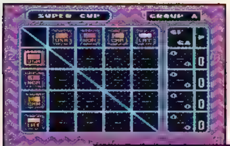
After your rival gets a goal, he celebrates right in your face, while you hang your head in shame!

SUPER
GOAL!
2

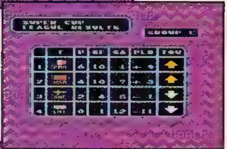
FACT FILE

SUPER GOAL 2

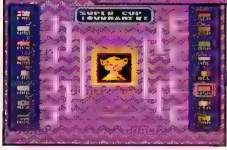
MANUFACTURER	# OF PLAYERS
JALECO	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	MARCH
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	8
THEME	**% COMPLETE**
SPORTS	95%


SUPER CUP
GROUP A

During the first round, see who you will be playing next.


SUPER CUP
LEAGUE RESULTS

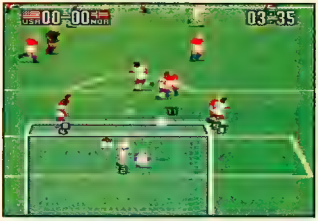
After three games, see how well you are doing.


SUPER CUP
TOURNAMENT

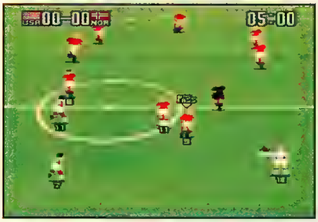
Here is the whole tournament, your position and who's next to play.

GAME TIME

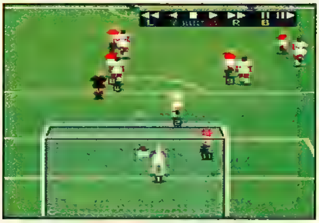
Now it's time to test your skills!


USA 00 00 NOR
03:35

The ball is in the air in front of your goal. Move up the field before they do!

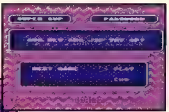

USA 00 00 NOR
05:00

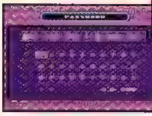
The action is really fast, so don't get confused and pass to the wrong guy.



Here comes another shot at your goal; see if you can make the stop!

At the end of a game, play again or get a password.


SUPER CUP
PASSWORD



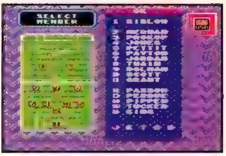
Enter the password to start where you left off.

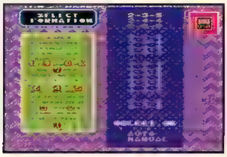
Super Goal 2 is here and it is a great soccer game! About 24 countries and their teams are represented here. Choose from any one of these teams, pick your players and play either the Super Cup, Exhibition or Practice Mode.

In the Super Cup Mode, play a full season of soccer. In the Exhibition Mode, choose between different stadiums and even the ball color! The Practice Mode is a series of shots on goal with you kicking, then defending. You can also pick from a one- or two-player game. You can even tell the computer to play against itself, if you just want to see a good game!

OPTIONS

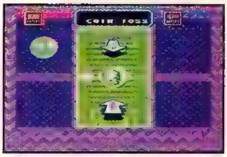
You can take the original lineup or you can customize it!

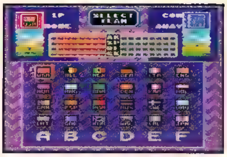

SELECT MEMBER


SELECT FORMATION

Here you decide which formation your team will play in.

Win the coin toss and choose either the ball or direction.




SELECT TEAM
A B C D E F

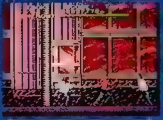
In this menu, pick from any 24 different team countries.

SONY IMAGESOFT (sure, it's just a game.)

NOTICE

THE MAKERS OF LAST ACTION HERO DO NOT CONDONE ROUNDHOUSE KICKS TO THE HEAD, WANTON BLOODLETTING OR PUSHING PERSONS FROM HEIGHTS IN EXCESS OF TEN STORIES (UNLESS OF COURSE, IT'S IN SELF DEFENSE).

WE'D APPRECIATE IT IF YOU WOULDN'T PUNCH, KICK AND SLASH YOUR WAY THROUGH 5 SPLEEN-WEAKENING LEVELS AS ARNOLD SCHWARZENEGGER'S JACK SLATER...



TRY NOT TO GLEEFULLY USE BLOOD-RENDERING MARTIAL-ARTS MOVES TO WASTE KNIFE-WIELDING SCUMBAGS, PUNKS WITH CHAINS, AND THE OCCASIONAL DEMENTED SNIPER...

BY NO MEANS PLAY CHICKEN WITH TRAFFIC AS YOU DODGE MOLOTOV-COCKTAIL-CHUCKING CONVERTIBLES, ZOOM AROUND DOUBLE-PARKED CARS, AND AVOID TREACHEROUS POTHOLES...

AND PLEASE DON'T CHALLENGE THE HEAVILY ARMED HELICOPTER AS BENEDICT AND THE RIPPER ATTEMPT TO REDUCE YOU TO SO MUCH PETROL-SCENTED MEAT...

IN FACT, WHY DON'T YOU JUST SIT IN YOUR ROOM AND PLAY SOME HARMLESS, NONVIOLENT GAME. LIKE MARBLES. OR TAKE A NICE, WHOLESOME NAP.

LAST ACTION HERO FOR SEGA GENESIS AND SNES IS AVAILABLE FOR RENTAL. NES, GAME BOY, AND GAME GEAR VERSIONS ARE AVAILABLE FOR SALE.

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LAST ACTION HERO

THE GOOD

A nice variation on the Castlevania theme! The blood is a nice addition!

THE BAD

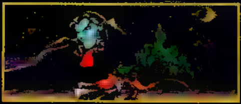
The animations of the characters need a bit of work.

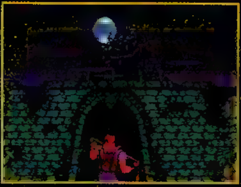
THE UGLY

The bloody demise of some of the Bosses—like the first one that is half skeleton and half dog!

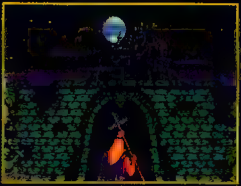
In the year 1897, the evil Count Dracula was put to sleep by Quincy Morris of the House of Belmont. Years later Elizabeth Bartley, who was executed years earlier as a female vampire (800 girls lost their lives to her appetite for blood), is brought back to life by a witch named Dorothea Swentes. Swentes' ultimate goal: to revive her uncle, the great Count Dracula!

Castlevania Bloodlines is finally here! And to warn fans of the series, this is a very different game. The mood is creepier, and you can choose from one of two heroes: Johnny Morris, who uses the standard Castlevania weapon (a whip), or Eric Lecarde, a warrior whose girlfriend was turned into a vampire and is out for revenge. He carries a lance. There are plenty of weapons to be found, and there are ways to power-up your weapons. Stay tuned to EGM for more coverage!



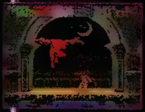


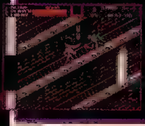
Castlevania Bloodlines



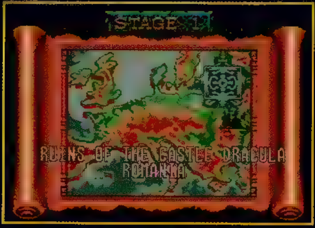
EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...





Castlevania: Bloodlines (below) is a much darker Castlevania game than its predecessors—like Castlevania IV for the Super NES (above). There are also two different characters to pick from this time!



THE MAIN MAP: A map will appear before each stage telling you where to go. However, at times, Eric can only go one way, and John can only go another way!

FACT FILE
CASTLEVANIA: BLOODLINES

MANUFACTURER	# OF PLAYERS
KONAMI	1
DIFFICULTY	**AVAILABLE**
MODERATE	MARCH
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	6
THEME	**% COMPLETE**
ACTION	99%

CONTINUED ON PAGE 222

BEWARE...
NOW STALKING A STORE NEAR YOU!
PLAY IT IF YOU DARE

Dracula
SUPER NINTENDO

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Nintendo and Sega platforms.

SONY
IMAGESOFT

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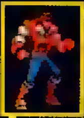
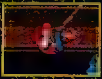


JOHN MORRIS

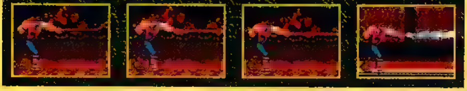
BORN: Dec. 12, 1895
Texas, USA
WEAPON: Whip

A descendent of the famous House of Belmont, John uses his trusty whip to hunt and destroy vampires.

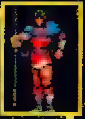
John can power his whip up four times each time he gets the weapon power item!



John can also swing by attaching his whip to overhead blocks to swing over pits!



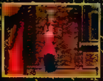
ERIC LECARDE



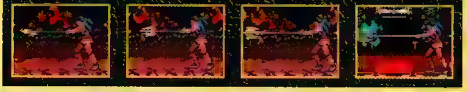
BORN: May 3, 1892
Segovia, Spain
WEAPON: Alcarde Spear

Destined to destroy vampires after his girlfriend became one, Eric uses his long spear to slice his enemies!

Eric can use his spear like a pogo stick for a really huge jump up!

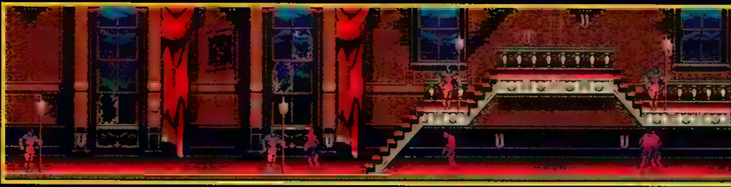


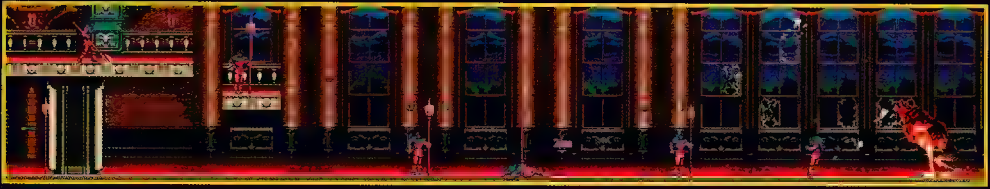
Eric can also power-up his spear four times! The flaming spear is the highest!

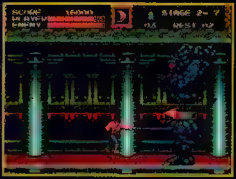


STAGE 1: DRACULA'S CASTLE

Castlevania fans will surely recognize this stage—it is very reminiscent of the first stage from Castlevania for the NES system. The ground rules are basically the same here: Destroy all the ghouls and look for "suspicious" walls for there may be valuable items hidden!

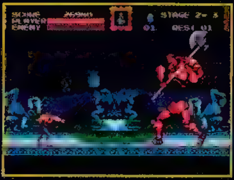


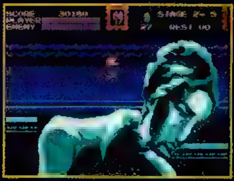




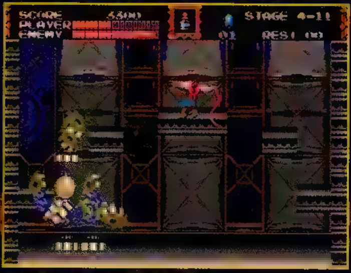
STAGE II: SHRINE OF ATLANTIS
LOCATION: GREECE

Battle across a sinking city! There are several mid-Bosses here that will require skill to defeat! Some areas will require you to smash structures to make safe passages! The Boss is a giant statue!

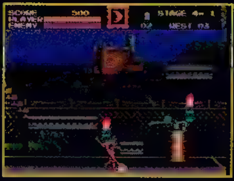


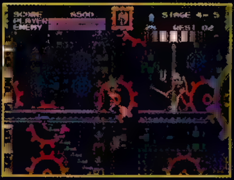


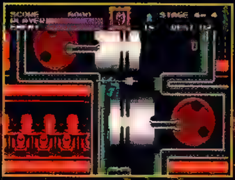
STAGE IV:
SOLDIER FACTORY
LOCATION: GERMANY

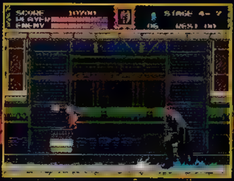


This factory has been producing evil soldiers. The factory is filled with skeleton workers that will stop at nothing to destroy you. There are also more areas with tight pinches you will need to carefully navigate. The Boss is a group of gears. Hit it in the center (where the white bat is) to kill it. This Boss will dance with glee when you get hit.









BLUE JEWEL: Gives you five jewels.

RED JEWEL: Gives you one jewel.

REAL MIRROR: Will damage all enemies.

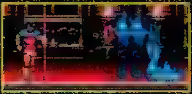
ORB: Temporary invincibility.

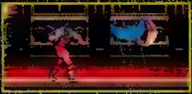
WEAPONS TO HELP YOU ON YOUR QUEST:

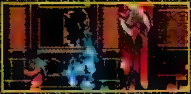
HOLY WATER

SILVER BOOMERANG

CRAZY AXE







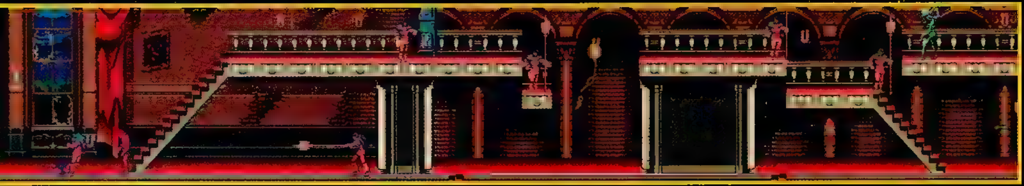
These weapons can be charged up two times and can do massive damage! However, each time they are used they take up some of your jewel supply!

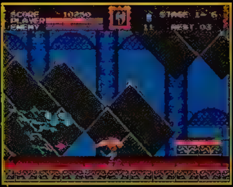
WEAPON: Increases weapon level.

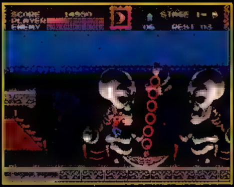
MEAT: Fills half of Life Meter.

BOOK: Gives you 20 jewels.

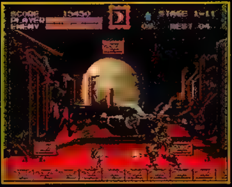
1 UP: Gives you an extra life.



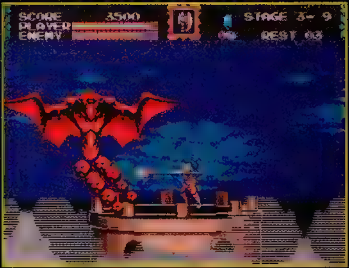




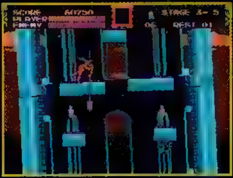
There are more sections to Stage 1, climaxing in a battle with an armored knight (right)! You must defeat this Boss by destroying it, limb-by-limb. Careful, though because it will charge you and at times jump in the air and try to land on you. When it is destroyed, it will give you all your health back.

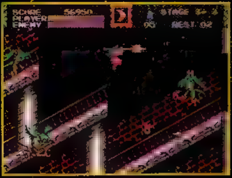


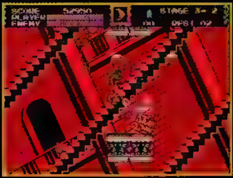
STAGE III: LEANING TOWER OF PIZA LOCATION: ITALY

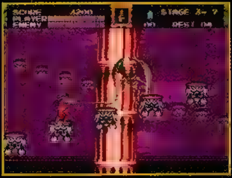


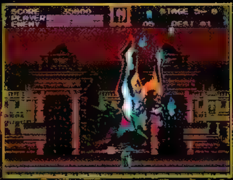
This level is going up the tall mysterious tower! This level is constantly moving, with tilted and moving rooms. There are also areas where you must jump gaps while high in the sky. The Boss will fight you atop the leaning tower itself! It will use its long tail to throw rocks at you, or it will wind its table up and snap you hard with it.





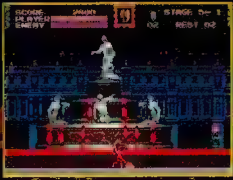


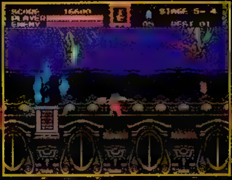




STAGE V: PALACE LOCATION: FRANCE

Start in the jungle and move toward the palace. When you get inside, there are several ways you can go, so feel free to wander! The Boss is a giant moth that will drop little moths and gas on you.





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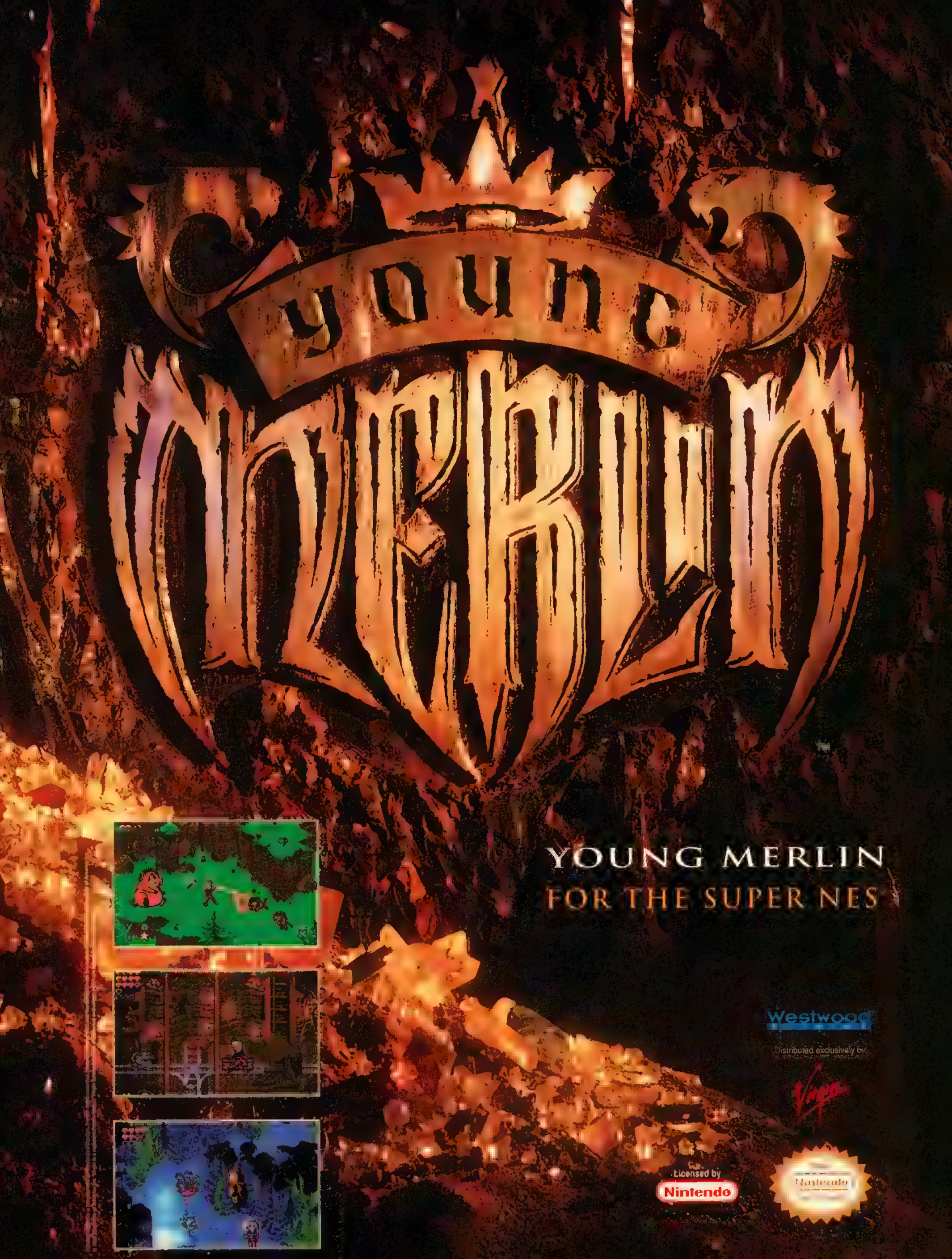
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DUNE

THE BATTLE FOR ARRAKIS

Not since Herzog Zwei have Genesis owners been treated to a strategy game quite like Dune. The story involves three houses: the noble Atreides, the sneaky Ordos and the sinister Harkonnen. These three houses are competing to take over the planet known as Arrakis. The Emperor won't give up Arrakis easily and will put up a fight.

Basically, the game begins by choosing which house you wish to play as. Each house has their own strengths and weaknesses which will be discovered on the battlefield. Speak with your Mentat often for he can give you valuable advice on the upcoming mission.

Once on the battlefield, there is a plethora of things to do. You begin only with a Construction Yard and a few troops. But as the game gets further, you'll start out with more powerful tanks and Quads. Begin by placing concrete over the areas you're going to build on to strengthen the buildings. This helps to absorb damage from enemy fire and natural erosion from the flying sand. You can construct buildings that let you build vehicles, more troops, radar outposts, spice harvesting stations and repair facilities.

The basic ingredient needed for success is obviously money. The only way to obtain cash is to harvest the vast amounts of spice covering the surface of Arrakis. You can have as many Harvesters and stations as you can afford, just be sure to have ample storage space or you'll lose whatever the Harvesters bring in. The biggest threat, besides the enemy forces, are the sandworms. These hulking beasts slither under the sand and eat whatever hapless unit or infantry is above it on the sand.

The best part about Dune is that you can play as any of the three houses so this game has terrific replay value. If you're looking for a challenging game that you won't beat as soon as you buy it, check out Dune. But be warned, this game is addictive.

FACT FILE

DUNE
The Battle for Arrakis

DUNE: BATTLE FOR ARRAKIS

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	**AVAILABLE**
HARD	1ST QTR. '94
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	N/A
THEME	**% COMPLETE**
STRATEGY	100%

THE GOOD

This game will keep you content for weeks. Strategy buffs don't want to miss this one!

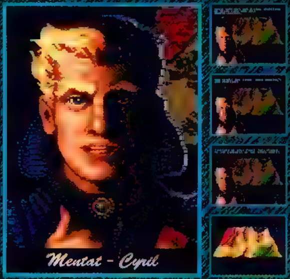
THE BAD

Even though the original version wasn't, this would make a great two-player simultaneous game.

THE UGLY

Hearing the squishy sound as your Harvester runs over enemy infantry.

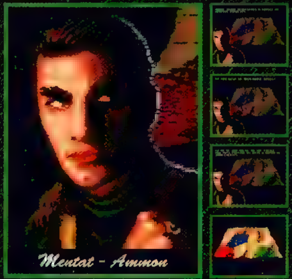
HOUSE ATREIDES



Mentat - Cyril

The rule of the Atreides has always been fair and just. They are anything but soft, however. In order to protect those whom they rule, the Atreides have developed a strong military that wins by playing fair.

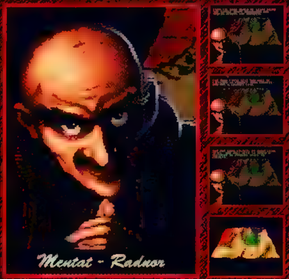
HOUSE ORDOS



Mentat - Ammon

Trickery and deception have long been the rule in House Ordos. Only when pushed to their limit will the Ordos take to open conflict. Even in combat the Ordos never abandon their sneaky ways.

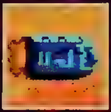
HOUSE HARKONNEN



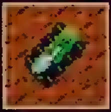
Mentat - Radnor

The Harkonnen rule their territories with an iron fist. In a Harkonnen command, there is no room for weakness. There is never an excuse for failure. The Harkonnen always choose to fight.

UNITS COMMON TO ALL HOUSES



HARVESTERS
Harvest spice once you have a refinery. In later missions, they can be built by Factories.



MCV
Used to deploy and create another Construction Yard at a remote location.

TRIKE
This rapid moving vehicle is equipped with a cannon and is lightly armored for protection.

QUAD
This unit is slower than the Trike but has a more powerful gun and is more heavily armored.

MISSILE TANK
This tank launches missiles which are inaccurate at short range but very deadly overall.

COMBAT TANK
This basic tank is pretty quick, plated with armor and wields a powerful cannon.

SIEGE TANK
This tank is more powerful than the Combat Tank, but has a slower movement speed.

CARRY-ALL
Used to carry damaged vehicles, Harvesters and other units around without danger.

WHAT TO DO?

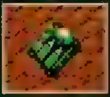
Mastering what each of your combat units can is hard enough, but what about the land you're about to fight on? A constant threat to your equipment are the sandworms. The beasts will gladly gobble up every machine that sits on the sand. Naturally, the type of terrain around also affects your performance. Study the map on the right for a quick glimpse of what you'll see during a typical battle.

ORDOS SPECIAL UNITS

The Ordos' sneaky ways give them an advantage with specialized weaponry. The Deviator Tank launches a mind-altering gas to cause units to switch to your side. The saboteurs have a habit of bombing buildings.

TROOPER

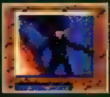
RAIDER TRIKE



DEVIATOR

TROOPERS

ORNITHOPTER

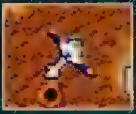


SABOTEUR

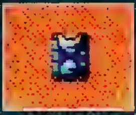
ATREIDES SPECIAL UNITS

While not as sneaky as the Ordos, the Atreides have a few tricks up their sleeves. The cool Sonic Tank launches sonic blasts instead of conventional rounds. The Fremen can be deployed to attack enemy structures you'd prefer to have out of the way.

INFANTRY



ORNITHOPTER



SONIC TANK

FREMEN

HARKONNEN SPECIAL UNITS

The vicious Harkonnen also have some specialized weaponry. The powerful Devastator tank is a real powerhouse that can also self-destruct if badly damaged. The Death Hand Missile can be launched at the enemy base, destroying anything it hits.

TROOPER

TROOPERS

DEVASTATOR

DEATH HAND

Ⓐ This mound is where the sandworm resides. Keep units away or they'll get eaten.

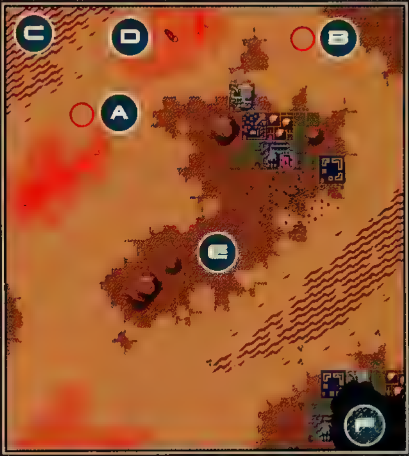
Ⓑ Spice Blooms wield a large crop of spice. Simply shoot at the bloom and enjoy.

Ⓒ Sand Dunes slow down the travel speed of infantry, troopers and vehicles.

Ⓓ Keep your Harvesters going strong on large fields of spice.

Ⓔ Rock formations let you build structures upon them.

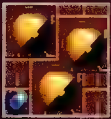
Ⓕ Black areas on the map signify places you have not yet explored.



UTILIZE THESE STRUCTURES

During the course of the game, you'll make decisions about which buildings are required for the mission. Below is a brief description of what each structure is used for.

HI-TECH
Offers more powerful weaponry.



WIND TRAP
Used to power all structures.

SPICE SILO
Stores up extra spice for later use.

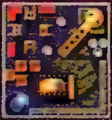
TURRETS & WALLS
The regular turret fires rounds at short range, the rocket turret fires missiles at long range and the walls offer defense.

VEHICLE FACTORY
This place builds all the vehicles needed for the missions.

PALACE
Allows you to launch specialized assaults.

BARRACKS
Outfit troops to send into battle.

OUTPOST
Provides a radar view of the map.



CONST. FAC.
The heart of your entire base.

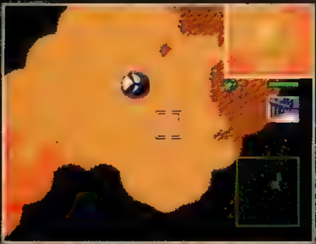
REFINERY
Harvesters bring the spice here for conversion to credits.

REPAIR FACILITY
Any damaged vehicle should come here for a full repair.

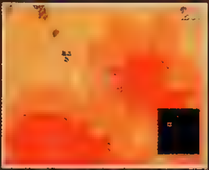
SPACE PORT
Order units from space, sometimes at a discount.

THE ATTACK OF THE SANDWORM

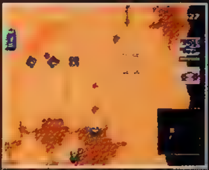
The Sandworm can be a nasty foe, but there are ways to discourage it from hanging around your base. Just look at these examples.



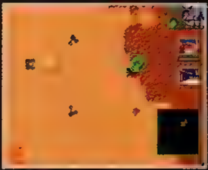
The Sandworms are a constant threat, since they're not picky with what they eat.



Feeding the worm three units will send it away.



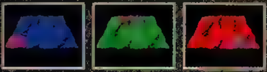
Repeatedly firing at the worm will scare it away.

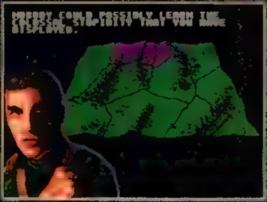


Lead the worm toward tastier enemy units.

THE MENTAT SPEAKS

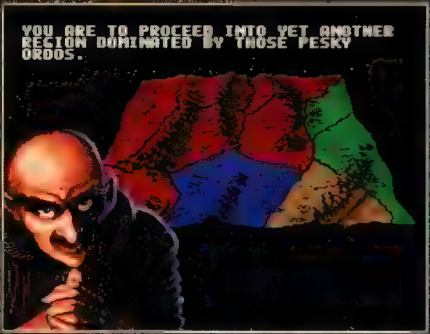
Your house Mentat offers advice on the upcoming mission. He will also express his opinion on your mission progress, whether good or bad. Be sure to pay attention when he speaks about the final mission.





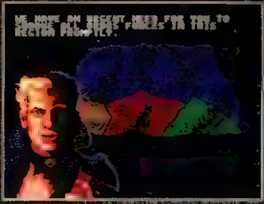
NOBODY COULD POSSIBLY LEARN THE [illegible] STUPIDITY THAT YOU HAVE DISPLAYED.

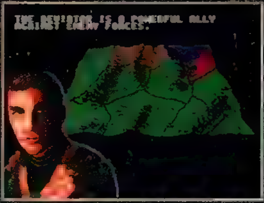
Your Mentat can become quite concerned with your actions.



YOU ARE TO PROCEED INTO YET ANOTHER REGION DOMINATED BY THOSE PESKY ORDOS.

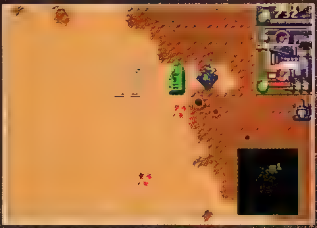
The Mentat gives you a description of your next mission objective and shows a map of the territories you own.



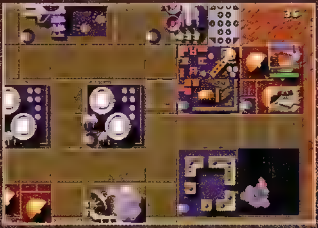


THE DEVIATOR IS A POWERFUL ALLY AGAINST ENEMY FORCES.

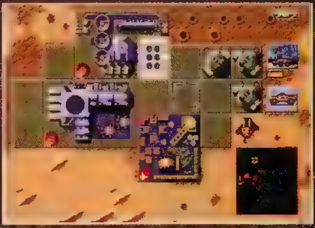
If you need helpful advice, don't be afraid to ask your Mentat.



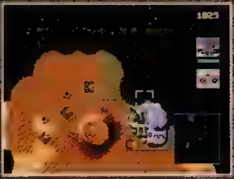
Too many enemy infantry? No problem, just run 'em over with the Harvester!



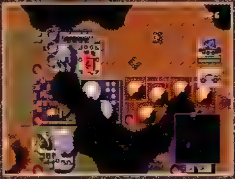
Building your structures far apart can reduce the damage from many attacks.



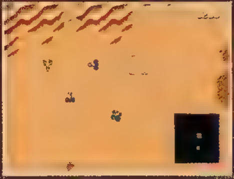
Build another Construction Facility near the enemy to amass troops and units.



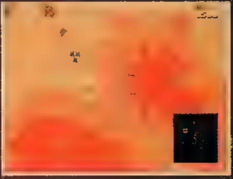
Keep troops stationed on mountains for sniper attacks.



Be sure to see what the enemy is doing every so often.



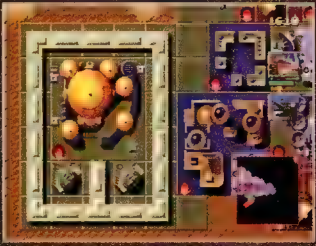
Shoot at spice blooms to release its contents.



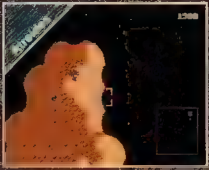
Get rid of the worm by feeding it three groups of infantry.

USE THE PALACES TO STRIKE

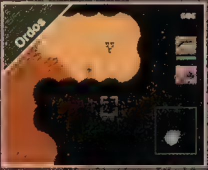
In the later levels, you can build palaces which contain special weapons to help out your mission.



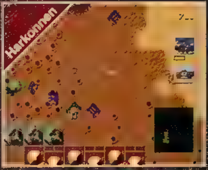
Each palace has a special ability that costs nothing to use and can be very helpful.



The Fremen can be sent to attack any enemy unit.



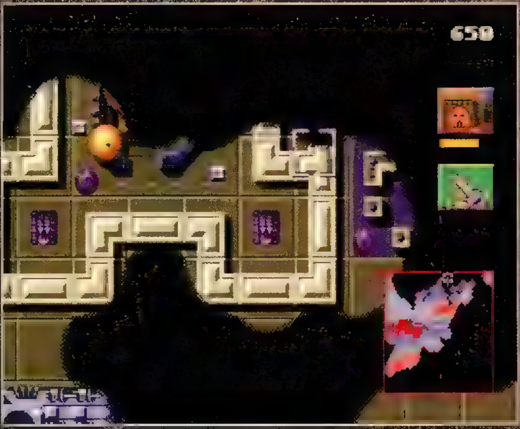
The Saboteurs are perfect for wiping out structures.

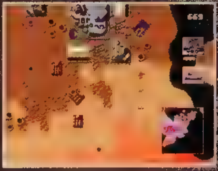


The Death Hand Missile can wipe out several buildings.

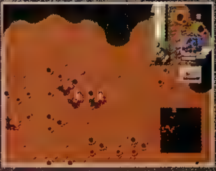
THE FINAL BATTLE WITH THE EMPEROR

The final battle takes place against the ruthless Emperor Frederick. He wields all the weaponry of every house and uses every bit of it while attacking you from every side. Remain strong in your quest to conquer Arrakis.

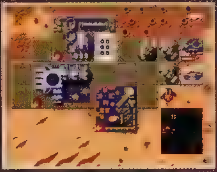




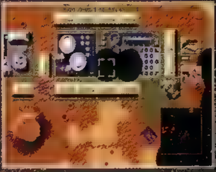
Have the launchers take out the minor targets...



...while your tanks focus in on the major structures.



Build a mini base nearby to amass units and troops.



Here we see Frederick's base nearly wiped out.

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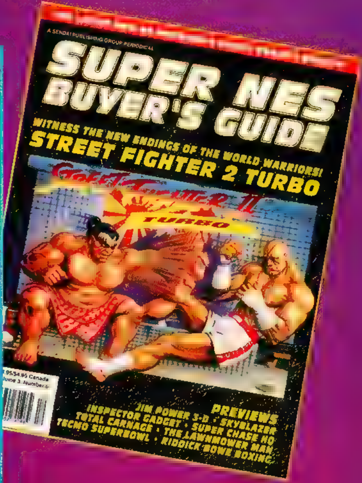
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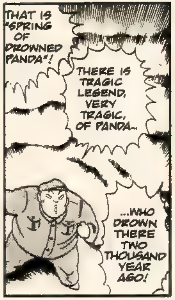
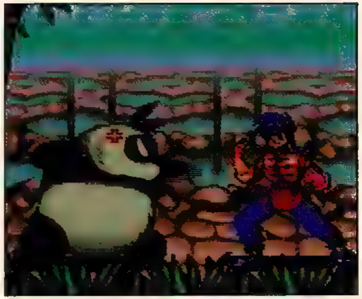
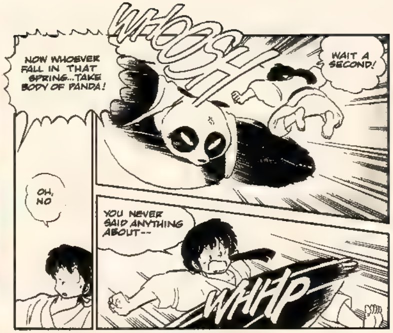
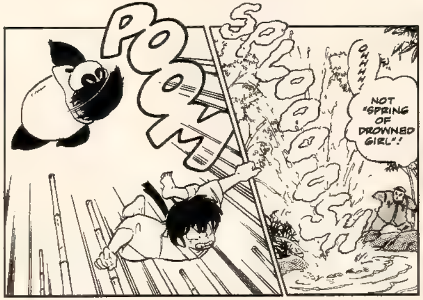
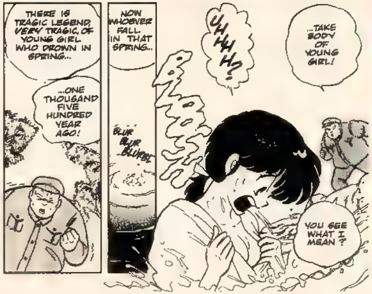

THAT IS "SPRING OF DROWNED PANDA"!
THERE IS TRAGIC LEGEND, VERY TRAGIC, OF PANDA...
...WHO DROWN THERE TWO THOUSAND YEAR AGO!

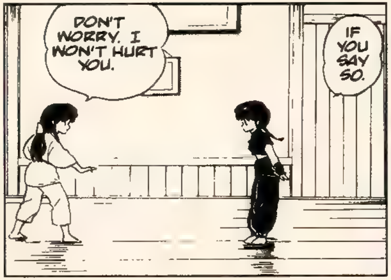


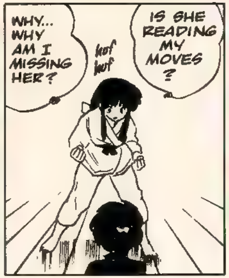

NOW WHOEVER FALL IN THAT SPRING...TAKE BODY OF PANDA!
WHOOSH
WAIT A SECOND!
OH, NO
YOU NEVER SAID ANYTHING ABOUT--
WHAP


POOM
SPLOOSH
OHHH...
NOT "SPRING OF DROWNED GIRL"!


THERE IS TRAGIC LEGEND, VERY TRAGIC, OF YOUNG GIRL WHO DROWN IN SPRING...
...ONE THOUSAND FIVE HUNDRED YEAR AGO!
NOW WHOEVER FALL IN THAT SPRING...
BLUB BLUB BLUB
...TAKE BODY OF YOUNG GIRL!
UHHH?
YOU SEE WHAT I MEAN?

For play on the Super NES®. Available this December at your favorite retailer.


DON'T WORRY, I WON'T HURT YOU.
IF YOU SAY SO.


WHY... WHY AM I MISSING HER?
huf huf
IS SHE READING MY MOVES?

Ranma 1/2
SUPER NINTENDO
DMC

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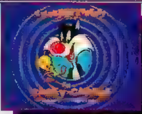
DTMC Inc. • 370 Convention Way, Suite 202 • Redwood City, CA 94063

Sylvester and Tweety™

IN CAGEY CAPERS

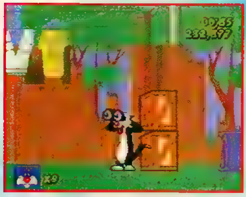


FACT FILE

CAGEY CAPERS

MANUFACTURER	**# OF PLAYERS**
TECMAGIK	1
DIFFICULTY	**AVAILABLE**
MODERATE	MARCH
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	6
THEME	**% COMPLETE**
ACTION	80%

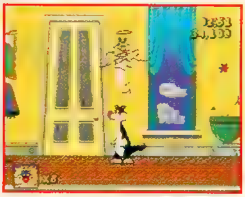
Sunsoft beware! There is a new player in the looney bin—Tecmagik. They are now entering the Genesis platform with their Warner cartoon-to-game with the antics of Sylvester and Tweety, and have they got it right. The animation is fantastic—having you do all the comical things that Sylvester does to get Tweety. Some examples are: stacking things up so that you can reach Tweety, hiding in lampshades, and dodging all other kinds of pests. The sounds are great and the music actually interweaves with what Sylvester does. An example of this would be when he goes up a flight of stairs—the music does a melody of rising notes, just like the cartoon! There are plenty of items to get, and the unique game play will really catch your attention—having you chase Tweety all around the level back and forth into different areas until he reaches a point where you can finally nab him. This (plus all the clever little animations, gags and interactive music that have been thrown in) will make the title soar high above all the other cartoon-to-cartridges made.



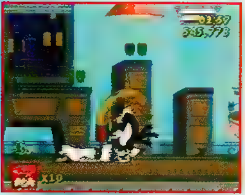
Use the binoculars to locate where Tweety is hiding out.

Locate the bird so you may dine!

You only have nine lives to live!



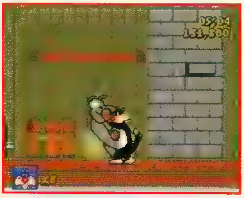
Remember, you only have nine lives! Use them sparingly.



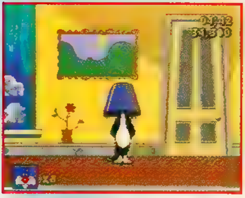
A mallet a day keeps the robotic canine away!

Just like the boxing gloves, but meaner.

When there's a problem, just hit it.



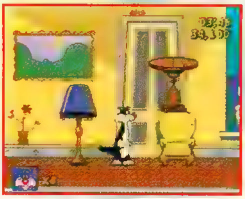
Nab a pair of boxing gloves and duke it out with the bulldog.



Hide in objects to avoid enemies. Very cute!

There are all kinds of hiding places!

Stack up furniture to get up high.



Stacking up items will help you reach high places!

SYLVESTER'S CRAZY CATLIKE CARTOONY MOVES!

Carrying

Lift and place objects all around so you can get to da bird.

Pushing

Some objects may just be too darn heavy to carry around.

Running

Need to get somewhere fast? Cats are known for their speed.

Scratching

Hack and slash the bird into fluffs of yellow pillow stuffing.

Sneaking

When sneaking up on prey, this is the way to do it right.

THE GOOD

This has got to be one of the best Looney Tune carts out there. The animation and music are top-notch!

THE BAD

This cat does seem to have really weak knees! Sylvester is constantly about to fall when far from an edge.

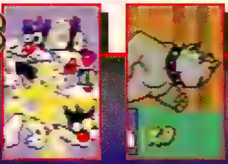
THE UGLY

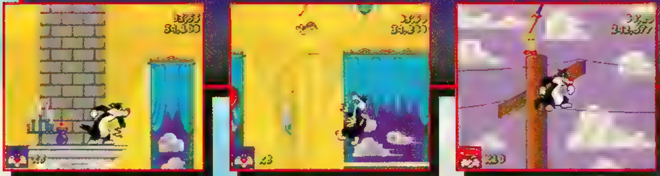
The look on the Sunsoft Looney Tune programmers' faces when they see this great cart!

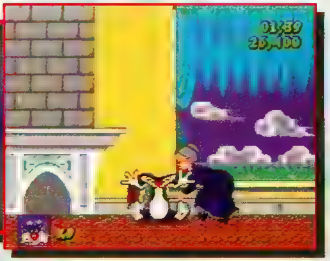
Looney Tunes, characters, names and all indicia are trademarks of Warner Bros. © 1993

DOMESTIC DEVILS

Tear through the house—from chandelier to mantelpiece—trying to get Tweety in your claws. Then chase him all through your backyard! Beware of Granny and the bulldog—and watch out for those extremely safe power lines!



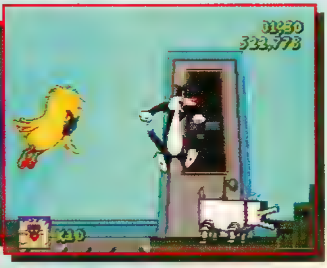




Knock plenty of stuff off of the shelves and the ceiling. There could be a surprise broom in the forehead by little old granny!

HYDE AND SHRIEK

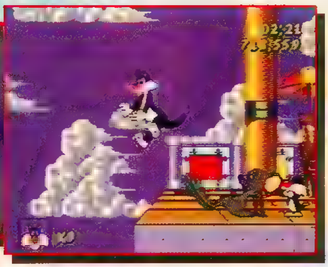
Well, now here you get some serious problems! Tweety drank some Hyde formula and constantly changes into the monster. You must find the antidote bottles scattered all through the levels, while dodging him and the robotic guard dog!



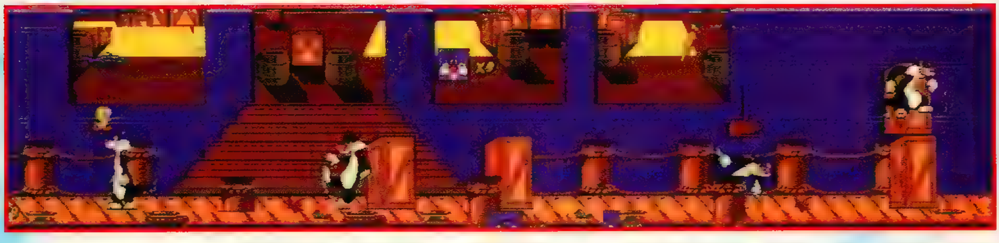
Experience a double whammy with the hyde version of Tweety and the robotic guard dog. Find the antidotes quickly!

OCEAN OF TROUBLE

Here you meet all your familiar foes, like the bulldog, a vacationing Granny, butch the alleycat and even that pseudo giant mouse—the baby kangaroo! Head into cargo holds and up high into the masts to find the elusive little yellow beast before you go overboard!



A boot in the butt by a happy baby kangaroo could have you flying to heaven knows where! Do you think your son is proud?



ZOOL

ZOOL
press start to play
press A for options

FACT FILE

ZOOL

MANUFACTURER	# OF PLAYERS
GAMETEK	1
DIFFICULTY	**AVAILABLE**
MODERATE	JANUARY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	28
THEME	**% COMPLETE**
ACTION	100%

THE GOOD

Cool backgrounds and enemies who are colorful and funny make this a really entertaining game.

THE BAD

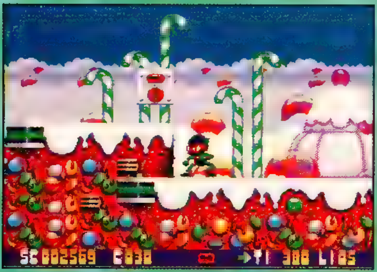
With the brightly colored backgrounds, the enemies get lost and then attack from out of nowhere.

THE UGLY

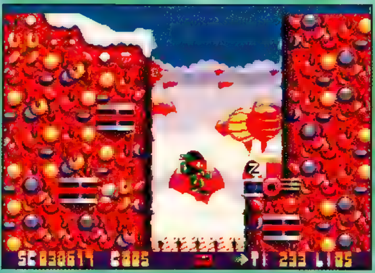
The third level Boss, a banana with a spiked collar, just might give you nightmares.

Zool is a ninja from the "Nth" dimension who (while investigating a strange vortex) was hurled in his ship to a strange new world. His ship landed in a lake of custard and sank fast. Left with only his mini-field computer, he contacts headquarters who tell him that the evil Krool's forces have taken over this world and five others. Krool and his assistant, Mental Block, have been hard at work using the forces of non-imagination to turn ordinary things into monsters. Zool's mission is to free these worlds. Only then can Zool be rescued from this other world and return home.

LEVEL 1 THE SWEET WORLD



Zool is now stuck in a world that is made entirely of candy. Slide on the icing while collecting bonuses and destroying your candy enemies.

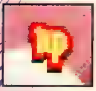


Make sure that you look before you leap or you'll end up impaled on a row of spikes! Use Zool's amazing climbing skills to get out of this big pitt.

ZOOL ICONS

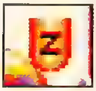
Find these icons along the way to help you on your mission to get back home.

1UP



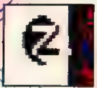
Gives one more life.

SHIELD



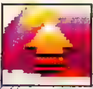
Zool is invincible.

TWOZOOL



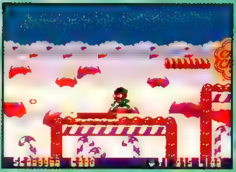
Becomes two ninjas.

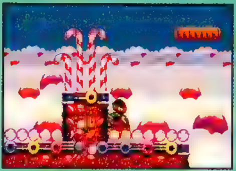
HIGH JUMP



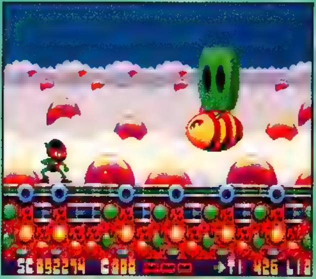
Lets Zool jump high.

Zool is lucky to be on platforms floating on a chocolate river!



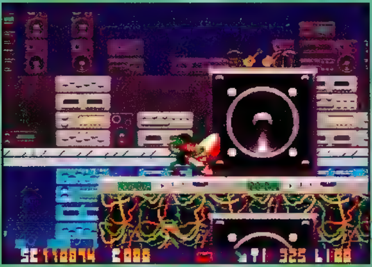


If Zool goes too slow on the rollers, the baddies will get him!

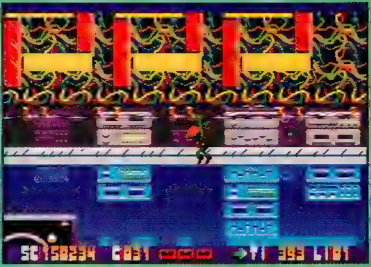


The Boss for the first world is a big bad bee with an attitude. This guy is tough and takes a lot of hits. Watch for him to change his attack after you blow his wings off.

LEVEL 2 THE MUSIC WORLD

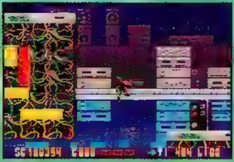


Zool has to fight his way through this land of music. He will be attacked by instruments of all kinds, including violins and bullet proof drums.

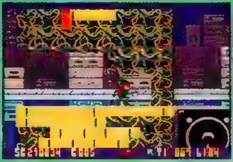


This is just one of the many challenges in this stage. Zool has to hand walk across this bar. Be careful of where you drop; it could be your last fall.

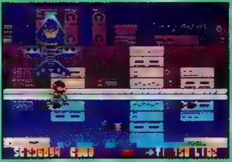
Horns on the floor will lift you up with their musical notes. Hold on!



Secret passages are everywhere. Look sharp for them!



Stay under this Boss for too long and he'll drop fire on you.



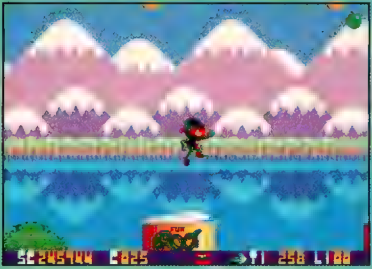
WHOOOOAAAAH !!!
ONEEEEEEEEEEEEEEEEEEONK

WHOOOOOOOOOOOOOOOOSH !!!!
EEEEEEEEEECHK

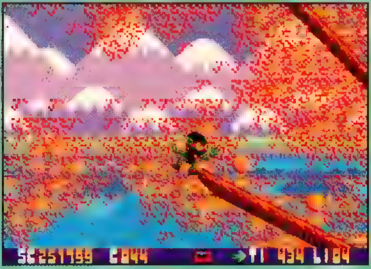
KEEERRRRSLPAT
THUD
THUD
THUD

GLUG
GLUG
GLUG
THIS MUST BE THE
WORK OF KROOL !

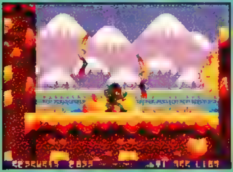
LEVEL 3 THE FRUIT WORLD



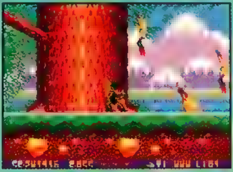
Fight through the land of bad fruit. Watch out for rotten bananas and potatoes. Get a boost from an old fruit to go higher in the air.



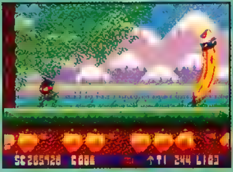
Climb into the trees and take Zool sliding down to get all of the bonuses, but grapes and tomatoes will fall from the sky trying to knock you off.



Zool is trapped! Don't fret, his ninja skills will defeat them.



Be careful and go slow! These guys are lurking everywhere.



The Banana Boss can peel you. Find a pattern to beat him.

SUB TERRANIA

SUB TERRANIA
Start Game
Options
Controls

FACT FILE

SUB TERRANIA

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
MODERATE	1ST QTR. '94
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	9
THEME	**% COMPLETE**
SHOOTER	80%

This is not your average mindless shooter! You are challenged to rescue an underground mining colony that is trapped by hostile alien invaders.

Piloting a prototype spaceship, you must traverse Sub-Terranian levels filled with laser turrets, flying beasts, large robots with extending arms, and incredibly huge Bosses that will have to be seen to be believed!

Exploration is needed to complete your missions. Find special weapons to increase the power of your spacecraft. Fuel depots and shield recharges are a must for survival. Special gear is strewn throughout each level. Pick up this gear with your experimental craft and carry it to the destination to complete each task before you can finish the level. Collect the SUB icons to eventually transform your ship into an awesome fighter. Great graphics and music complement this cart.

THE GOOD

Instead of just a mindless shooter, you have to explore the caverns, too. Strategy is a welcome addition.

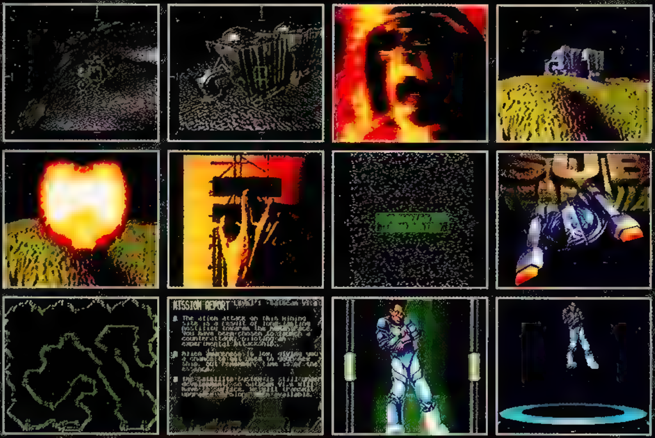
THE BAD

The control takes a little while to get used to. But once you get the hang of it, it's tolerable.

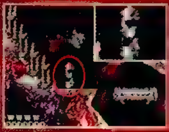
THE UGLY

The ground artillery is a real pain in the butt! Try to avoid getting hit and it won't work.

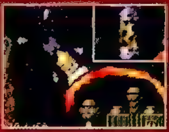
MANY AWESOME CINEMA DISPLAYS TELL THE STORY AND PREPARE YOU FOR THE ACTION!



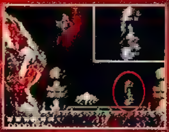
WEAPONS AND OTHER ITEMS OF GREAT WORTH



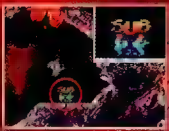
1-UP
This icon gives you an extra ship.



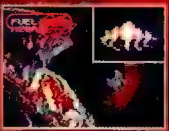
ANTI-SHIELD FIRE
Gives you a weapon against fire shields.



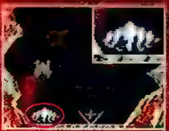
10 MISSILES
This icon gives you 10 missile shots.



SUB MODULE
Collect these for your ship before exiting.



FUEL DEPOT
This icon increases your fuel bar.



SHIELD RECHARGE
Take hits without sustaining damage.

CONTINUED ON PAGE 238

Catch'em if you can.

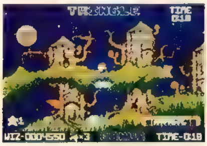
If you can't find this game at your favorite retailer call:
(800) 438-7794 (GET PSYG)
to order your copy today.

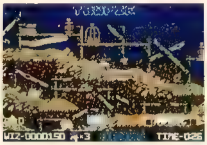
Wiz n' Liz have done it now.
They've lost their rabbits, man and how.
They may be good magicians, amazing young and old.
But that last spell they cast must have had a little mold.
Their hutch full of bunnies is now empty, it seems.
The rabbits are everywhere it's like a bad dream.
Now for Wiz and Liz, it's a frantic affair.
Racing to and fro to catch the last hare.

Join Wiz N' Liz in their frantic race to regain their wayward wabbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz N' Liz will never cease to keep your attention. Multiple sound tracks, 360 pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.

OFFICIAL SEGA SEAL OF QUALITY

SEGA GENESIS

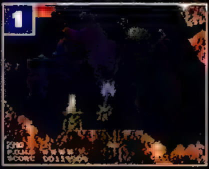




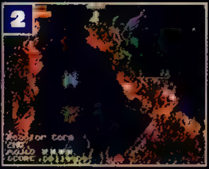
Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794

CONTINUED FROM PAGE 236

AWESOME GAME STRATEGIES

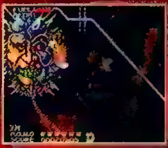


1. Search the level to find the spiked ball. Pick it up and find the Reactor Core.

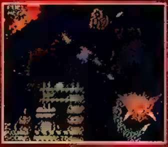


2. After reaching the Reactor Core, drop the spiked ball. It will destroy the Core.

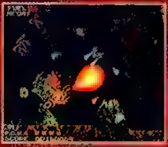
CHECK OUT THESE BOSSES!



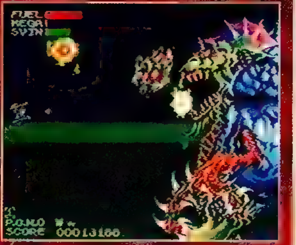
This Boss has a tail that whips you around and throws you across the screen!



Shoot this Boss in the head multiple times to destroy it. It will rotate in circles.

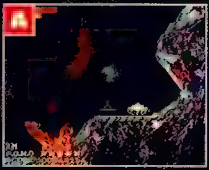


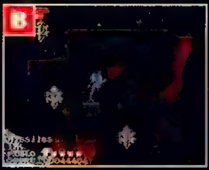
Use your mega-shots to kill this mid-Boss. Watch out for its flaming weapon!

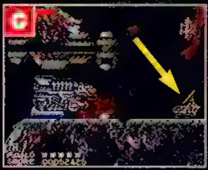


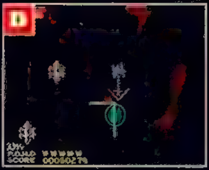
This huge Boss is the ultimate challenge! Watch its explosive orbs!

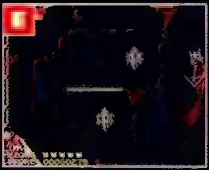
SUPER STRATEGIES TO GET YOU FURTHER IN THE GAME

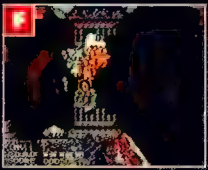












A. First, explore the level and find the single deflector next to the fuel depot.

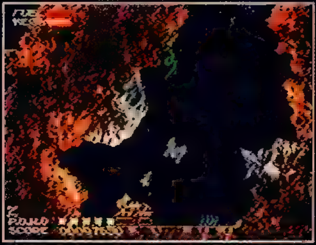
B. Next, pick up the deflector with your experimental ship. Avoid the enemies that try to get in your way.

C. Look for the ground vehicle specified by the yellow arrow. Drop the deflector onto this vehicle.The large laser cannon to the left of the screen will shoot against the deflector, thus making the laser travel upward.

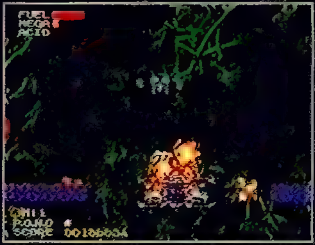
D. Take your prototype ship and search for the double deflector. Once you find this, bring it to the place you dropped the single deflector. Position it so the laser hits the double deflector on the left side.

E. The laser will travel left and hit the fortified wall.

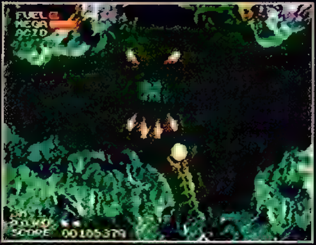
F. This shot will totally destroy the thick wall completely, and it will make a new path for you to escape into, so you can finish the level.



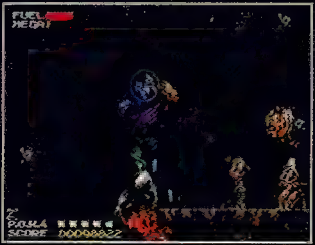
Rescue the survivors of the underground mining colony. A large tank guards them!



Use mega-shots to destroy the generator of this barrier. Now, you may pass.



Challenging underwater scenes await. If you're fully powered, it'll be no problem.



These robots have an incredible reach with their stretching arms. Get shield power!

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'NBA SHOWDOWN' is the most realistic basketball simulation ever. Lead your team through an entire 82 game season or head straight to the playoffs. Battery back up saves all the stats through the season **$56**

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SEGA

'ETERNAL CHAMPIONS' Selects eleven of history's greatest fighters for the ultimate fight contest. Defeat opponents in dramatic fashion and review the action later in gory detail. Train to sharpen offensive and defensive combat moves. Activator compatible so you can fight as one of the fighters. Features instant slow motion replay **$56**

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SUPER NINTENDO

'MEGA MAN X' In the 21st century, advanced robots have begun to form a rebellion against the people of earth. Join Mega Man and the RoboPolice to lead an attack against Sigma and his evil plans of genocide **$59**

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NHLPA
AL MICHAELS CALLS THE SHOTS
SUPER NINTENDO

'BRETT HULL HOCKEY' Rocks the rink with the most realistic hockey play ever to flash across the video screen. Hit the ice with 600 of the greatest hockey players in the game today. Features instant replay **$56**

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Super Ghouls & Ghosts	$29
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FREE GAME OFFER

Buy any 4 in stock Genesis or Super Nintendo games and choose a 5th game free from the list below. Buy any 3 in stock Game Gear or Turbo Grafix games and choose a 4th game from the list below. Offer subject to change or cancellation without notice. Valid from December 1st through January 31st or while supplies last.

GENESIS
Toys, Onslaught, Roger Clemens MVP, Exile, Vallis, Batman Returns, Lightning Force, CC Music Factory CD, 6 Button Control Pad, Adven of Willie Beamish CD

SUPER NINTENDO
James Pond 2, Hunt for Red October, Where in World is Carmen, Out of this World, Super R Type, Q-Bert, Pushover

GAME GEAR
Aerial Assault, Putt & Putter, Junction, Slider, Halley Wars, Woody Pop, Psychic World, Popils

TURBO GRAFIX
Parasol Stars, Boxyboy, Jack Nicklaus Golf (TurboChip Only)

EGM0194

FAMILY FEUD

™

FAMILY FEUD

FACT FILE

FAMILY FEUD

MANUFACTURER	GAMETEK	# OF PLAYERS	1 OR 2
DIFFICULTY	MODERATE	AVAILABLE	DECEMBER
CARTRIDGE SIZE	4 MEG	NUMBER OF LEVELS	N/A
THEME	PUZZLE	% COMPLETE	100%

One of America's most popular game shows has gone 16-Bit on the Sega Genesis. Now you and your kin can participate in a friendly game of Family Feud. This cart features everything found in the real television show.

First, start off with the Bullseye Round where you and your family square off against another family. Try to accumulate money to play with in the Fast Money Round. Answer five questions starting at $1,000 up to $5,000. After that, it's off to play the Feud. Here, each family tries to take control of the board by giving the best answer to a survey. They must try to come up with all the top answers to a survey and try to gather up 300 points or more to advance to the Fast Money Round. This is a bonus round where the winning family can earn more money by answering the survey questions which are easier. Let's feud!

THE GOOD

This is entertaining fun for the entire family or a group of friends.

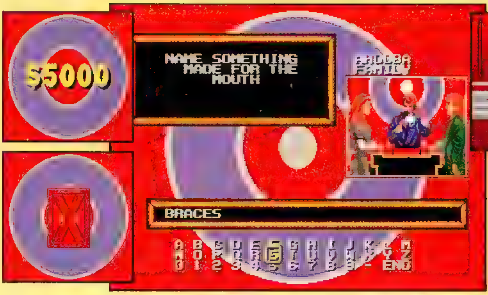
THE BAD

Some questions and answers will cycle around too early into your next few games.

THE UGLY

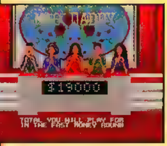
The annoying square-dancing music just stinks! Okay?!

BULLSEYE ROUND


NAME SOMETHING MADE FOR THE MOUTH

BRACES

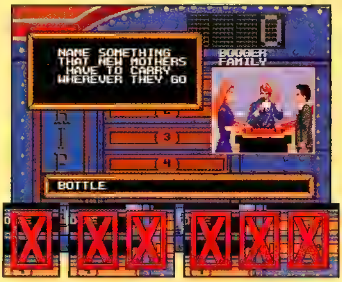
$5000
ABOOBA FAMILY
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 - END


$19000

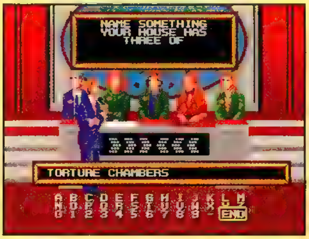
TOTAL YOU WILL PLAY FOR IN THE FAST MONEY ROUND

In the Bullseye Round, get the best possible answer and build up the amount of money that your family can win in the Fast Money Round.

PLAY THE FEUD


NAME SOMETHING THAT NEW MOTHERS HAVE TO CARRY WHEREVER THEY GO

BOTTLE

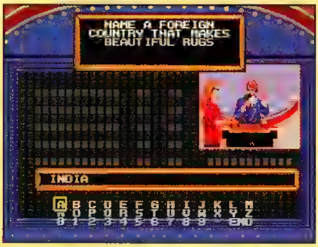

NAME SOMETHING YOUR HOUSE HAS THREE OF

TORTURE CHAMBERS

A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 - END

Guess as many answers as are on the board. Don't take too long—there's a timer!

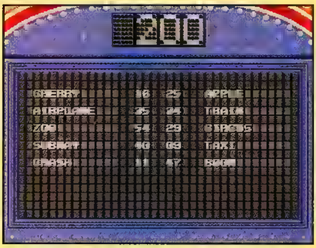
FAST MONEY ROUND


NAME A FOREIGN COUNTRY THAT MAKES BEAUTIFUL RUGS

INDIA

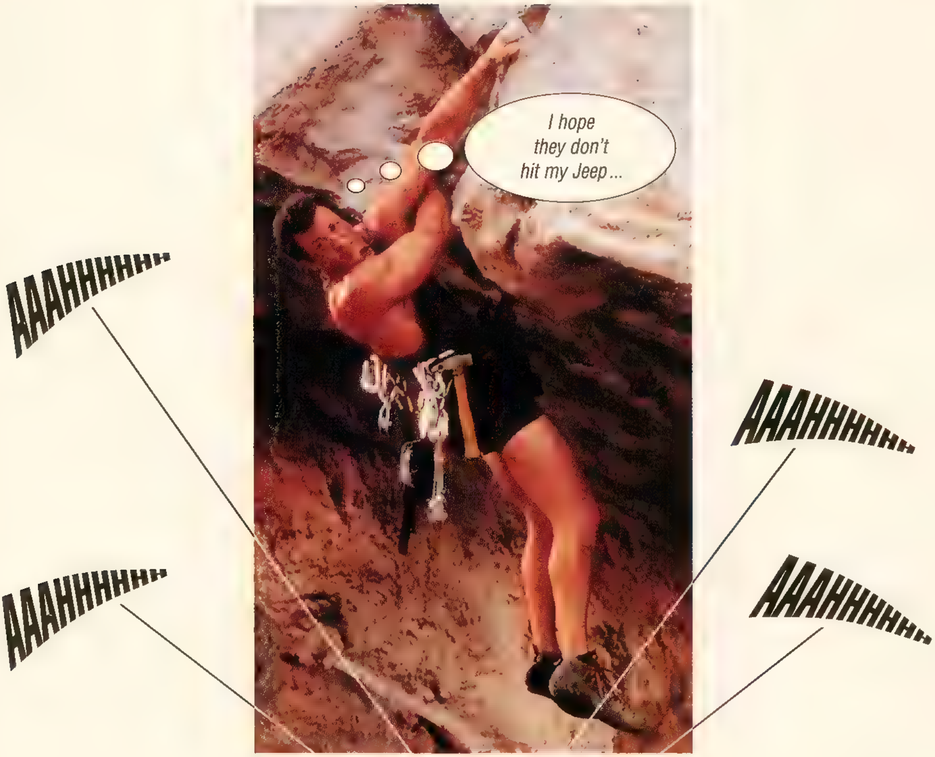
A B C D E F G H I J K L M
N O P Q R S T U V W X Y Z
0 1 2 3 4 5 6 7 8 9 - END

Try to get the top answers and score points that add up to 200.


CHERRY	16	25	APPLE
AIRPLANE	35	24	TRAIN
ZOO	54	29	CIRCUS
SUBWAY	40	09	TAXI
CRASH	11	47	BOOM

Your family has two chances to gather up points and win the fast money.

Family Feud ™ is based on the television program produced by The New Family Co. © 1987, 1993 The New Family Co All Rights Reserved



CLIFFHANGER™

SONY
IMAGESOFT

(sure, it's just a game.)

"Cliffhanger could send gamers over the edge."– Gamepro, October 1993

"Non-stop, pulse-pounding adventure that won't give you a break."– Electronic Gaming Monthly, October 1993

Climb, fight, and shoot your way through 7 ice-kicking levels, with unbelievable digitized film clips. The 3-D action sequences and incredible CD sound on the Sega CD version will blow you out of your chair

Talk about rugged terrain–the mountain is a boss you'll have to defeat as you master wicked rockslides, decaying bridges, and a deadly avalanche. Learn the lay of the land, or you'll be laying under it.

Battle the heavily armed attack helicopter, rescue the hostages and finish off the sadistic terrorist kingpin. before he turns you into a blood-flavored slushee.

Hang on! For the first time ever on any video game, test your survival skills on a high-speed snowboarding level that Electronic Gaming Monthly says "has to be seen to be believed."

Available for all Nintendo® and Sega™ systems.

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GOOFY'S HYSTERICAL HISTORY TOUR™

FACT FILE

GOOFY'S HYSTERICAL HISTORY TOUR

MANUFACTURER	# OF PLAYERS
ABSOLUTE	1
DIFFICULTY	**AVAILABLE**
HARD	JANUARY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	13
THEME	**% COMPLETE**
ACTION	95%

GOOFY ICONS

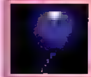
Yellow balloon

Collect 50 for an xtra try.

Banana Peel

Roll past enemies on this.

Blue Balloon



This is worth 5 pts.

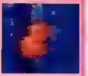
Propeller

Fly for a time with this.

Boxing Glove

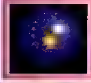
Knock out enemies!

Goober



Fills up your power.

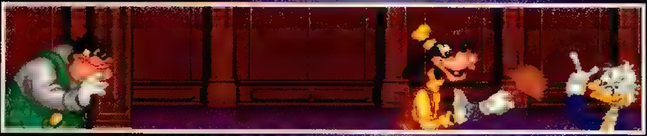
Goofball



Throw these at enemies.

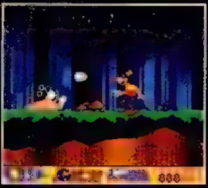
Goof-Ups

Fills your health meter.

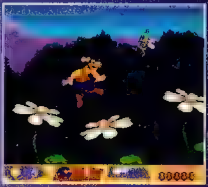


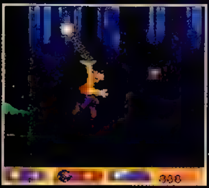
Goofy's job is on the line, and Pete is out to get him fired.

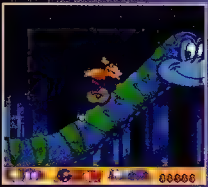
Level 1: Prehistoric Exhibit

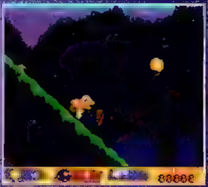


Goofy's daydream through prehistory takes him on history's first wheel ride and across the backs of dinosaurs. There are all sorts of creepy creatures from before time lurking around here like bees, dragonflies and frogs.

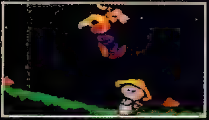




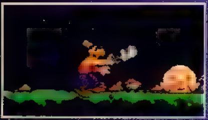




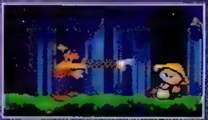
Goofy's Attacks



If you don't have a weapon, try jumping on enemies.

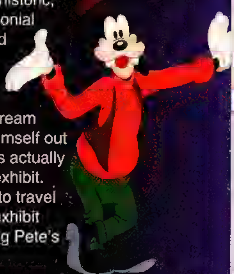


Throw a goofball if you're at a distance from foes.



Use the Extend-O-Hand on the bad dudes.

It's the big opening of the Ludwig Von Drake History Museum, and Professor Von Drake wants everything just right. So he's decided to have a talk with the janitor, Goofy, to make sure there are no slip-ups. It seems that nasty old Pete has been telling the Professor about Goofy's mistakes. Goofy knows that he can do the job. His new invention, the Extend-O-Hand, can make his duties easier to perform. Little does Goofy know that Pete will switch things around the main exhibit to make Goofy get fired. There are four main exhibits in the museum: Prehistoric, Medieval, Colonial American, and Wild West. Goofy being himself, starts to daydream and knocks himself out imagining he's actually a part of the exhibit. It's up to you to travel through that exhibit world, avoiding Pete's ancestors.



THE GOOD

The animation of Goofy and the enemies is truly Disney style.

THE BAD

The levels seem to be repetitive, which gives the feeling that more should be there.

THE UGLY

What's with all of these stupid jumps? It's going to be a tough game for little kids.

© 1993 The Walt Disney Company.

Travel With Mario In A Learning Adventure Through Time!

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Join Mario as he races through time on the wildest adventures. Tromp through the Jurassic period with a giant T-Rex. Sail with Cleopatra in Egypt.

You can even visit Thomas Edison in his workshop. You'll get to witness some of the greatest historical moments of all time on a high flying, fun-filled ride.

So whether you want to meet Bill Shakespeare or President Abe Lincoln, Mario's Time Machine is a way cool ride with fun, excitement and adventure!

THE SOFTWARE TOOLWORKS

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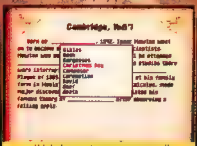
Available for NES® and Super NES®, IBM® PC and compatibles

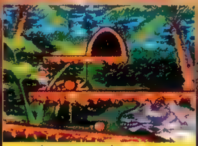
Screen shots shown are Super NES. May vary by platform.

[illegible] with your favorite plumbers!

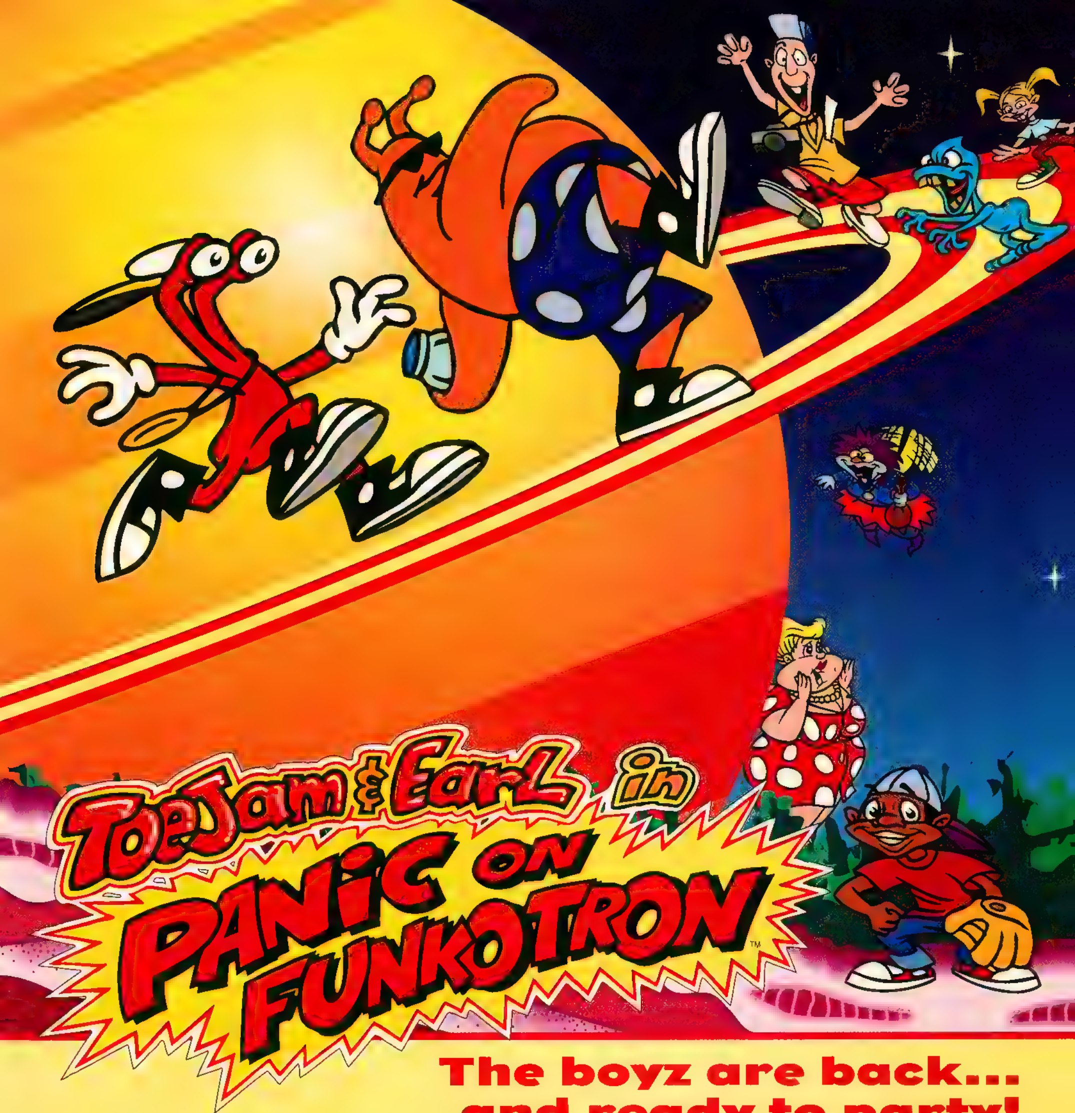
Meet Sir Isaac Newton and other famous folk along the way!



While having fun, you can actually learn about world history!



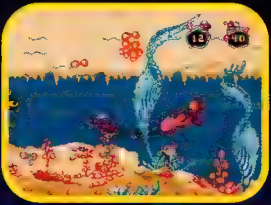
[illegible] of this Jurassic period?



The boyz are back... and ready to party!

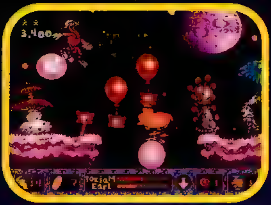
Streak across the stars for an all-new hip-hop-'til-U-drop adventure on the far-flung planet of Funkotron! Toejam & Earl are caught in a manic panic when a flock of Earthling tourists hitch a ride on their Rapmaster Rocket. Now it's your turn to help the dynamic duo round 'em up with their FunkScan and send this pesky posse packing through 17 levels of funkified fungi jumping, bubble bouncing and rhythm rapping fun!

Feel the funk...with Toejam & Earl!



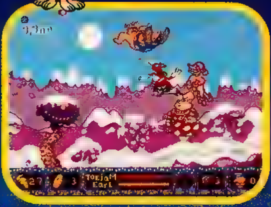
SPLASH DOWN!

Dive for presents in underwater caverns and sneak a smooch from a friendly blowfish!



BUBBLE UP!

Bubble-bounce your way to the Funktivate Spots and help restore the fabric of the Funk Dimension!

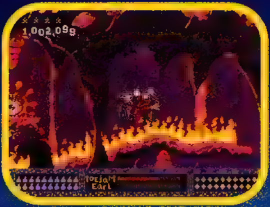


LOCALS ONLY!

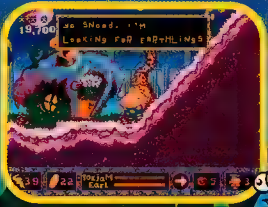
Jar the touristy twits - and those pesky poodles too, while you're at it!

THE ACTION HEATS UP!

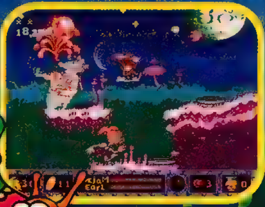
Hotfoot through the fires of the underground caverns!



JAM OUT! Kick it with the jivesters on Homey Street...and collect valuable clues in the process!


Yo SNood, I'M LooKiNg FoR EARTHLiNgS

BUST A MOVE! Drop-lob a jar on shin-kicking Earthlings! Everyone on the bus...pronto!



GENESIS
ToeJam & Earl in Panic on Funkotron
SEGA

Toejam & Earl take off on a Funktastic New Voyage!

YO! SEGA JAMS!
SEGA™

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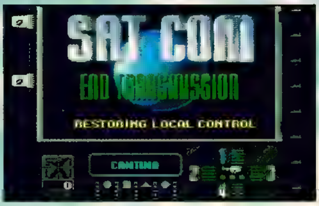
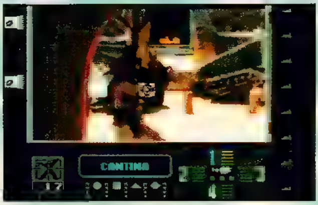


SAT COM is an elaborate defense network which will help you on your mission!



When one of the bad guys jumps out at you, use your joypad to aim your weapon.

GROUND ZERO, TEXAS

There's a little town near the Mexican border that holds a horrifying secret. Sega's Ground Zero, Texas, is the latest of their action CD titles for the Sega CD.

You play the part of a special agent sent into the town to ferret out the aliens that have the ability to inhabit human bodies. You never know just who your enemies are! Along the way, you will get valuable information from other government operatives who are working undercover. Sometimes, you will find yourself in gunfights where your only weapon is your particle gun.

The live action sequences add to the eerie tension that is an integral part of the gaming experience. You can switch to any one of four different locations around the town in order to do battle with the alien invaders. You can defend yourself by using your camera shield with the press of a button. Believe me, you'll need that shield!

If you're in the mood for a game that can scare the living daylights out of you, take a trip to Ground Zero, Texas on your Sega CD. Good luck, the rest of the world is depending on you!

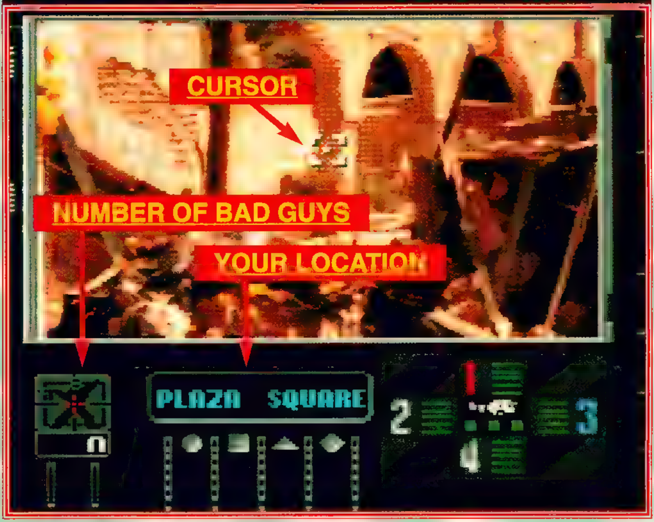
GROUND ZERO TEXAS

FACT FILE

GROUND ZERO, TEXAS

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	**AVAILABLE**
MODERATE	DECEMBER
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
SHOOTING	75%

THIS IS YOUR SHOOTING INTERFACE



Probably the most important interface that you will use is your shooting interface. This screen indicates your gunsight as a small cursor. Also, it shows your present location as well as the number of aliens in that particular location. Learn to use this screen to your advantage! Practice using the cursor to aim your gun. This is a key strategy element for being successful in Ground Zero, Texas.

Pictures shown are from an Alpha version of the game and are subject to change.

THE GOOD

Great action game for owners of the Sega CD system. The action and story line go together well.

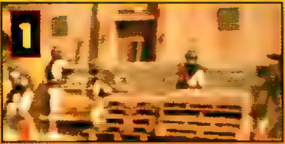
THE BAD

The way that the game is set up will immediately remind you of Sega's other CD games, like Night Trap.

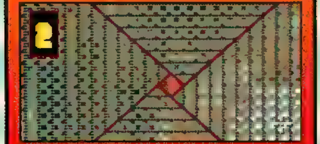
THE UGLY

Nice death sequences! When you kill the stormtroopers, they explode into a gooey mess. YAY!

THE CAMERA SHIELD

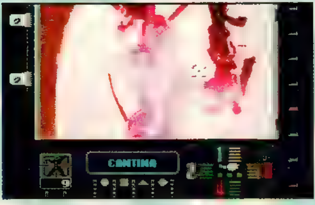


Press Button "B" to close the camera's shield. After it is closed, you will not sustain any additional damage!

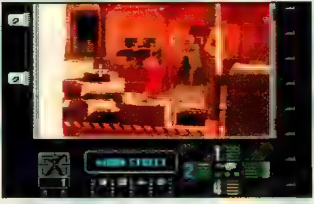


EGM TIP #013

If you happen to have a turbo controller which allows you to use a Rapid Fire Option, use it on this game! It makes life a lot easier!

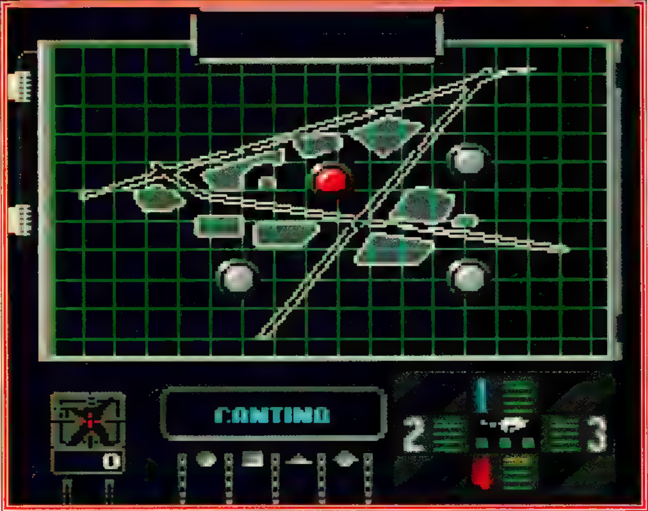


Good shot! When you shoot an enemy, you are treated to a brutal death scene.



Your weapon cursor will light up, enabling you to quickly spot and shoot an enemy.

THIS IS YOUR AREA SCHEMATIC



This schematic shows you the location of the various cameras around the town. You can access this screen and change your location at any time by holding down the "A" Button and selecting a direction on your joypad. This screen also provides you with valuable information like the number of bad guys in any one place.

HOTEL WINDOW

You have many informants working for you through the length of the game.

These robot stormtroopers are a menace to the existence of the entire human race!

HOTEL WINDOW

This sleepy little town near the Mexican/ U.S. border harbors a horrible secret.

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- BE THE FIRST TO LEARN ABOUT THE NEW GAME SYSTEMS, PERIPHERALS AND ACCESSORIES.
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- GET THE FIRST INFO AND PHOTOS ON ALL THE NEW GENESIS, SEGA CD AND GAME GEAR CARTS.
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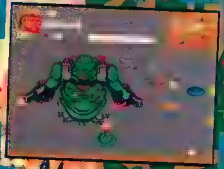

Scre[illegible] shots show[illegible] Su[illegible]ersion of th[illegible]

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OFFICIAL SEGA SEAL OF QUALITY

Nintendo

DOUBLE SWITCH

SWITCH
START GAME
OPTION

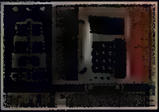
FACT FILE

DOUBLE SWITCH

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
HARD	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
MYSTERY	60%

As the story begins, tenants have disappeared and someone has trapped Eddie, who is in charge of the security system of the building, located in the basement. It is up to you as a player to explore the mansion, plus find the codes to free Eddie. The mansion is occupied by an eclectic group of colorful tenants, from archeology and architecture graduate students, to petty thieves and members of a techno-punk band. The plot and characters begin to unravel as a series of traps and security secrets are revealed throughout the game.

Power Boxes



Keep a close eye out for these power boxes. You have to get all four codes to free Eddie.

THE GOOD

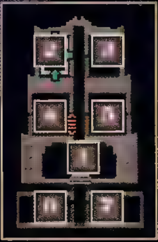
The game is a lot more interactive than Night Trap. Also, it's easier to trap your victim.

THE BAD

It's sometimes very difficult to move from room to room, which allows enemies to escape.

THE UGLY

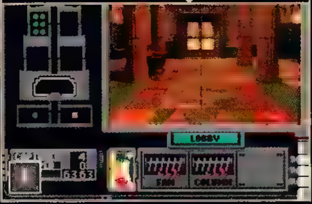
I can't believe I'm actually taking orders from Corey Haim! I've reached an all-time low in my life.



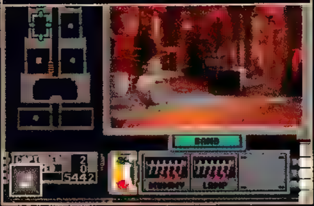
The Building

This is the basic layout of the building. When you start the game, you're only allowed to view six out of the seven rooms. After getting the code, you'll be able to view the basement.

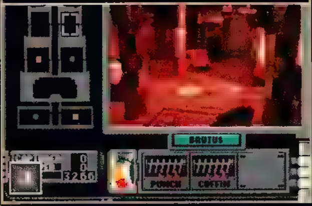
Lobby


LOBBY
4
0
6363
FAN
COLUMN

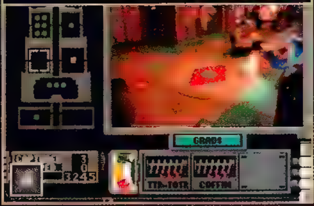
Band Room


BAND
2
0
5442
MUMMY
LAMP

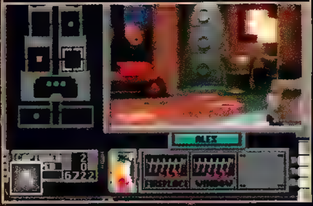
Brutus' Room


BRUTUS
0
0
3266
PUNCH
COFFIN

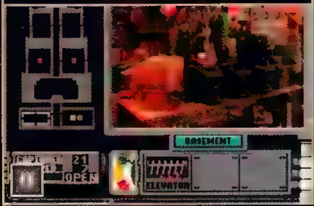
Grad's Room


GRADS
3
0
3245
COFFIN

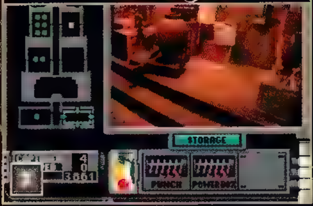
Alex's Room


ALEX
2
0
6722
FIREPLACE
WINDOW

Basement

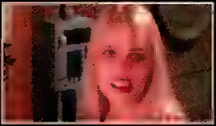

BASEMENT
21
OPEN
ELEVATOR

Storage


STORAGE
4
0
3061
PUNCH
POWERBOX

Pictures shown are from an Alpha version of the game and are subject to change.

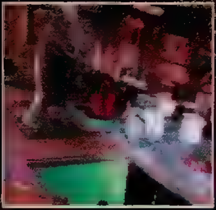
Protect Alex



Alex is a young journalist looking for the perfect story to put her on top. In Alex's room, there are two main traps—one by the fireplace and one by the window.

Protect The Band

All this band needs is one big break to make it big. Trap the goons by the mummy and the lamp, so this band can have a chance.

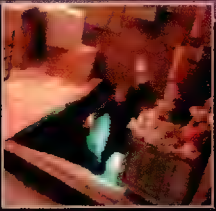


Protect The Grads

Two inquisitive students are finding some very interesting facts about the building they live in. Help them succeed by trapping enemies in the floor and wall.

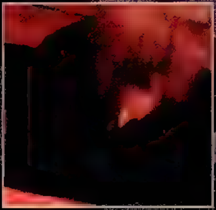
Free Eddie

Eddie is locked in the basement, and you have to get him out. This is one of the most important rooms to guard. If the thugs get to the power, you're dead!



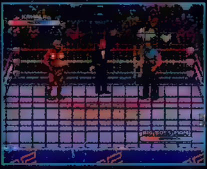
Protect Brutus

Brutus is an ex-con who is looking for gold in the building. He's also part of the reason why there are goons around. Trap them with the coffin and column.



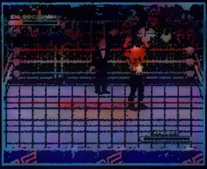
Protect Elizabeth

Elizabeth is the manager of the building; but if there is a problem, don't expect her to help. Use the fan in the doorway and the columns to stop the bad guys.

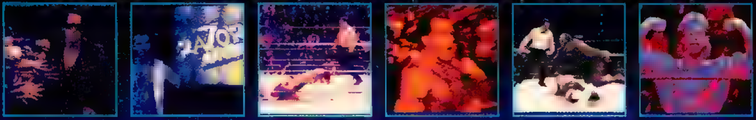


Real voice announcers!

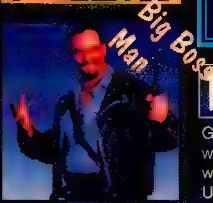
At the beginning of each battle, the announcer will state what type of battle is taking place with a commentary from the actual wrestlers. He will also announce who won the match at the end of the bout.



Tons of FMV cinemas to feast your violent eyes on! Plenty of action in these pix!



Bam Bam Biggelow



WWF RAGE IN THE Cage

The same company that brought you the original WWF Super NES and Genesis titles is now testing the waters in the Sega CD market with a rockin' steel cage battle! Utilizing the CD storage capabilities, this title sports 20 characters—each with his own unique special move. Also in this CD is, yep you guessed it, FMV cinemas at the intro of the game! But they also use FMV to show you each of the characters' special moves so you can see exactly what they do. Also present are announcements for the beginning and end of each match—with many different lines spoken by the actual wrestlers themselves! Another addition is the Steel Cage Match (hence forth the name) where the only rule is that there won't be any rules except for the fact that you can only win by clambering over the top of the cage before your opponent swats you off the top of the cage! There are also the usual One-on-One Matches and the Tournament Mode. One thing that is missing is the Battle Royal as well as the Tag Team matches—but the voice and massive amount of characters more than make up for this slight flaw.

FACT FILE

WWF RAGE IN THE CAGE

MANUFACTURER	ARENA
DIFFICULTY	MODERATE
CARTRIDGE SIZE	CD-ROM
THEME	SPORTS
# OF PLAYERS	1 OR 2
AVAILABLE	DECEMBER
NUMBER OF LEVELS	N/A
% COMPLETE	90%

Incredible CD wrestling action has finally hit the Sega CD!

THE GOOD

Whoa! There's a whopping 20 characters to choose from and FMV examples of their special moves!

THE BAD

The Royal Rumble and Tag Team options were removed. Why? You could use the 4-way adapter as well!

THE UGLY

Hey! What happened to the chair!?! Don't tell me you guys are getting cold feet from MK's MA-13, are you?

Headshrinker Fatu

Headshrinker Samu

Irwin R. Schtster

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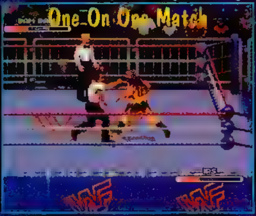
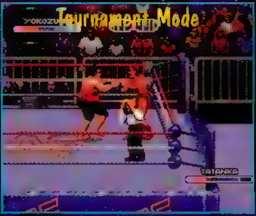
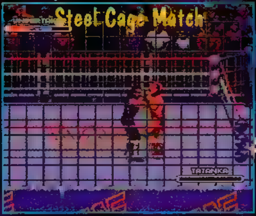
Are you tough enough to withstand the cage? Put your strength to the test!

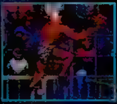

One On One Match
IRS


Tournament Mode
YOKOZUNA
TATANKA


Steel Cage Match
UNDERTAKER
TATANKA

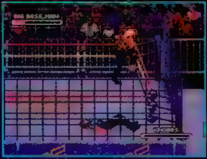
Twenty Characters!

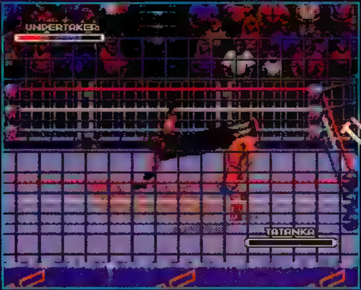
Battle it out within the Steel Cage!



Now, people can take part in an all-out brawl fest within the dangerous realm of the steel cage! In here—anything goes! Scratching, choking and eye gouging are all the name of the game here. The only way to escape this pit of pain is to make it over the top before the other player has a chance to stop you.

BIG BOSSMAN


BIG BOSS MAN

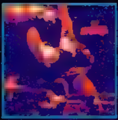

UNDERTAKER
TATANKA

Now players can duke it out within the Steel Cage. No rules apply here, so it can get nasty!

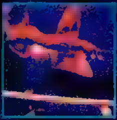
The Undertaker

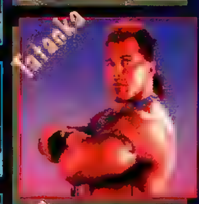
Ted DiBiase

Tons of cinemas and plenty of characters make for one great WWF title!

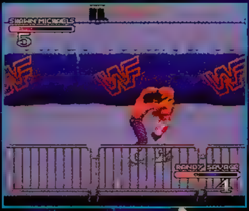


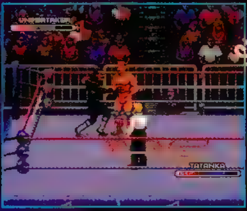
This game has got to be a WWF fan's dream come true! It's filled with digitized cinemas and other features like viewing the special moves via FMV cinemas and the Steel Cage Match. Here are a few more shots of what to expect in this CD wrestlefest.





YOKOZUNA
6
TATANKA
5


SHAWN MICHAELS
5
RANDY SAVAGE
4


UNDERTAKER
TATANKA

Shawn Michaels

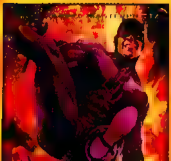
Nasty Boy Knobbs

Nasty Boy Sags

Macho Man Randy Savage

The Model Rick Martel

The Return of Superman



FROM THE PUBLISHERS OF HERO...

CARDS ILLUSTRATED

Hold onto your suspenders because CARDS ILLUSTRATED #3 explodes with a cover featuring Marvel's X-Men! CI takes a look at the making of the card set, plus a look at Fleer and its future plans for Marvel cards! You want the history of X-Men cards, from the 1960s to present? You got it! Nelson, whose Eudaemon set from Press Pass is scheduled for a mid-January release, will also be profiled—plus we'll give away an uncut sheet of Eudaemon cards to a lucky reader!

Polybagged in every issue of CI will be three exclusive Extreme Studios cards—part of a nine-card set featuring some of the company's hot new comic characters. The art for these cards is unbelievable!

Plus we'll have the usual stories and departments you've come to expect from CI: previews, reviews, Q&A, letters, news, numbers, contests and much, much more!

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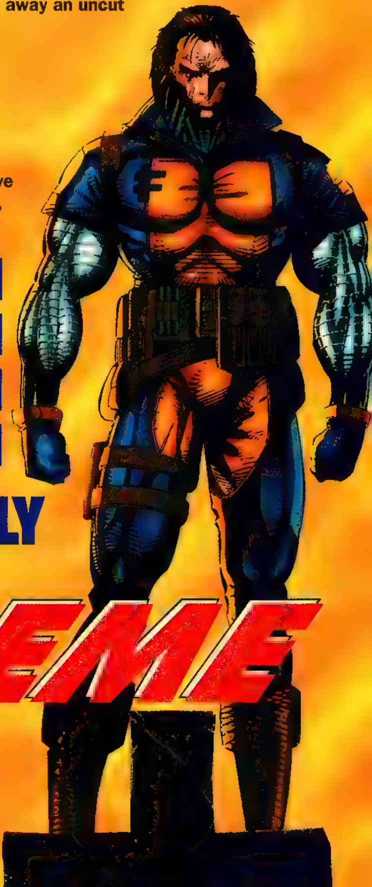

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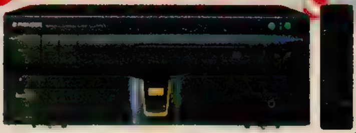

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Scavenger 4

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For a free mail-order catalog, call (213) 893-6798. Catalog is for mail-in orders only.

We at Tommo Inc., would like to wish everyone a Merry Christmas and a Prosperous New Year for 1994

REVENGE OF THE NINJA

The fair Princess Terri has been captured by a clan of ninjas led by the vicious Lougi! You must brave their fearsome fortress, the Castle of Evil, to save her. You are armed with a few flash grenades, a katana and a grappling line—not to mention lightning quick ninja skills. Your name is Aki and you've vowed to save the young girl at any cost.

Revenge of the Ninja is a cinematic game for the Sega CD, and its game play is similar to that of Time Gal. You play the game by pressing the control pad wherever the arrows tell you to go. Sometimes you must use your weapons. If you mess up even one movement, you'll be sent to your untimely end! Are you good enough to survive the many dangers that are found within the massive fortress?

Overall, fans of this sort of game should like it. The animation is smooth, and the action is funny yet intense. The graphics are good, and Renovation has done a good job in keeping the colors in, even with the limitations. Revenge of the Ninja is a top-notch Sega CD game.

REVENGE OF THE NINJA

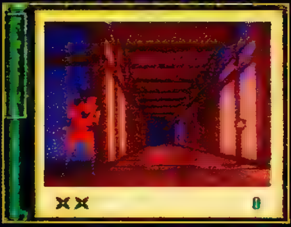
FACT FILE

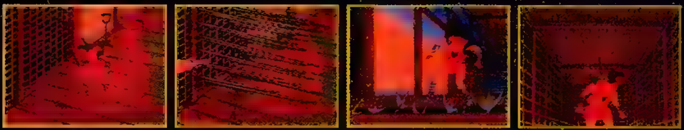
REVENGE OF THE NINJA

MANUFACTURER	# OF PLAYERS
RENOVATION	1
DIFFICULTY	AVAILABLE
HARD	FEBRUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	18
THEME	% COMPLETE
ACTION	85%

CASTLE OF EVIL

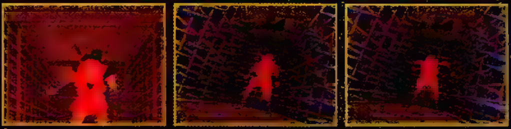
STAGE ONE:



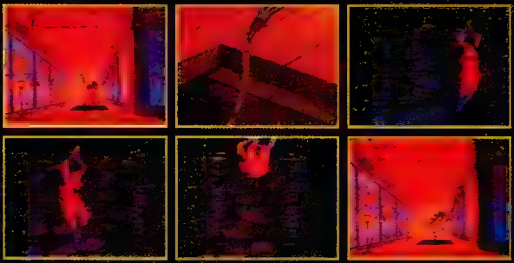


THE MOVES:

Left, Left, Down, then Up. Do this to get past Stage One.



You have been caught in a trap! Use your ninja skills to get to safety or you'll get crushed in-between some spikes.



THE MOVES:

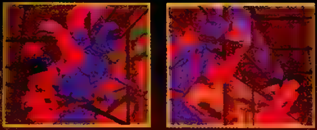
Weapon Button, Right, Left, Right, Left and Climb Upward. This should get you past.

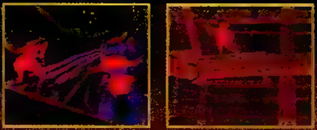
STAGE TWO:

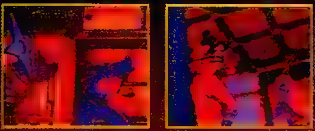
STAGE THREE:

STAGE FOUR:

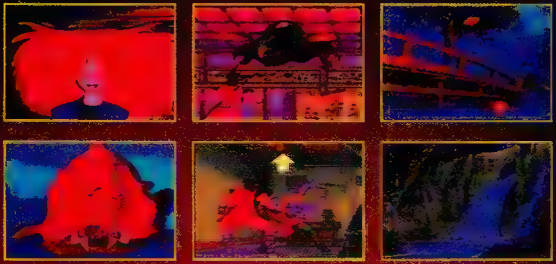
STAGE FIVE:







MORE ACTION LIES AHEAD



THE GOOD

I like the Japanimation-style animation of the characters, rather than some lousy "Americanized" art.

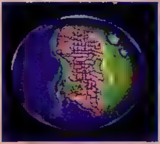
THE BAD

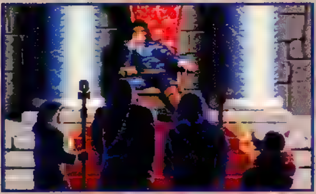
As pretty much with any games of this type, the control and timing has to be perfect every time.

THE UGLY

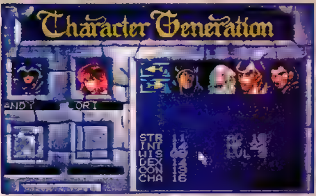
Getting gutted by a wolf with your own sword in his mouth. What a way to go!

EYE OF THE BEHOLDER



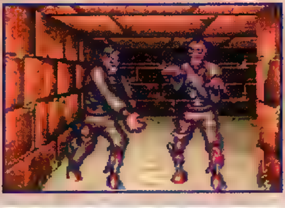


The Lords have hired you to stop the lurking terrors below the streets.

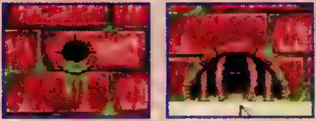


Most of the AD&D character classes are here. You can choose your stats.

MONSTERS!!

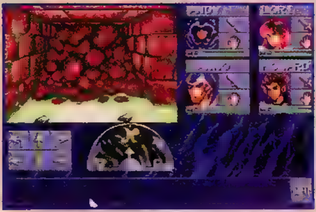


THINGS TO FIND

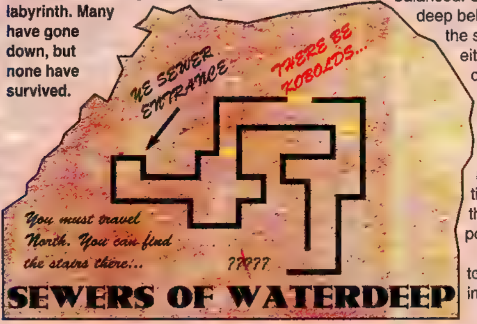


You can find special items by searching behind gratings and in slimy pipes.

NO TURNING BACK...



This map was pried from the dead hands of a fallen hero. Perhaps, it may show a few secrets of the great underground labyrinth. Many have gone down, but none have survived.



FACT FILE

EYE OF THE BEHOLDER

MANUFACTURER	# OF PLAYERS
FCI	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	4TH QTR. '94
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
ADVENTURE	90%

The Lords of Waterdeep have gathered together the greatest warriors of the Forgotten Realms. It seems that an evil is growing underneath the City of Splendors and someone must find a way to stop it before it awakens.

Choose from a huge array of fighters, clerics, magic users and thieves. You can only have four characters in your party, so you should try to keep things balanced. Set out into the sewers deep below the city, and begin the search that will lead to either fame and fortune or a quick death.

You start out equipped with the bare essentials and a few hit points to your name. However, in time, you will find items that will grant you power in combat.

Are you brave enough to conquer this immense journey?

THE GOOD

It's really nice to be able to customize your warriors. It's just like real Dungeons & Dragons.

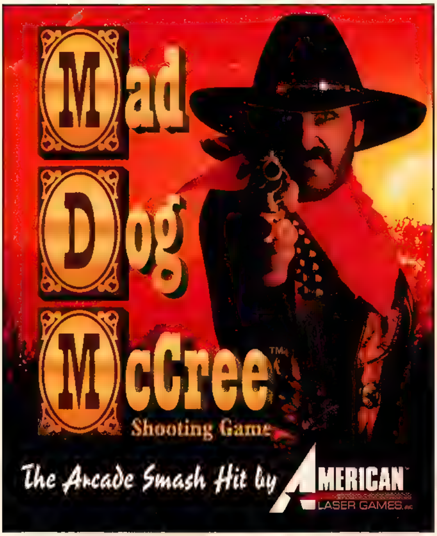
THE BAD

Feeling like a rat in a maze without even a piece of cheese to look forward to. Not enough substance.

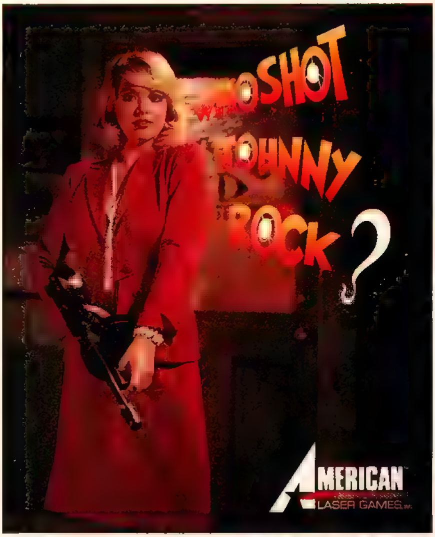
THE UGLY

Rotting decayed corpses stalking you through catacombs. Hmmmm, sounds like working with the editor.

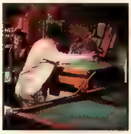
LIVE MOTION PICTURE ACTION


Mad Dog McCree™
Shooting Game
The Arcade Smash Hit by AMERICAN LASER GAMES, INC

Outlaw Mad Dog McCree and his henchmen have taken over a wild west frontier town, locked the sheriff in his own jail, and kidnapped the mayor and his daughter. Sharp shooting is a must in this arcade classic where the player must save the town, rescue the mayor and his daughter, and triumph in a final showdown against Mad Dog himself.



It's the Rollicking '30s and someone has killed popular singer Johnny Rock in this action-packed gangster whodunit. The player will need to navigate the back streets, gaming halls, funeral parlors and the dirty sections of this city to get at the clues held by a number of shady characters and solve this murder mystery. Bad guys with machine guns provide a high level of challenge.



SEGA CD™ **PC CD-ROM** IBM/Compatible **3DO™**

Introducing the world's first interactive live motion picture games, for CD home entertainment systems. Now available at your favorite retailer.

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LIVE MOTION PICTURE ACTION

PRIZE FIGHTER

Prize Fighter is the most interactive boxing game ever created! What's really amazing is the fact that all of the on-screen images are actually composed of many pieces of digitized boxer movements. You punch, and it shows a fist hitting your opponent. All with absolutely no time lag! You are The Kid, an unknown boxer in your first big-time fight. Your ultimate goal is to get a shot at the belt, but first you have to fight your way through three tough guys. However, there are hecklers who will yell nasty things at you between rounds. Some bookies will want you to take a fall so they can make some money. Don't worry about them, just keep your head up!

FACT FILE

PRIZE FIGHTER

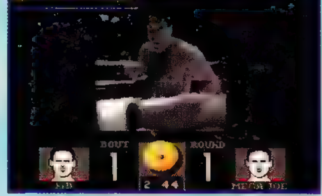
Prize Fighter

MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
CD-ROM	N/A
THEME	% COMPLETE
SPORTS	60%

MEGA JOE

TONITE!
MEGA JOE
VS.
THE KID
PRESS START TO FIGHT
PRESS FOR OPTIONS

"If you want to stay pretty like me, don't get in the ring!"


BOUT
1
ROUND
1
2 44
KID
MEGA JOE

This guy is real cocky—stay close to him and use your jab to get him.

THE GOOD

This game makes you really feel like you're getting into the ring! You might even get a little scared.

THE BAD

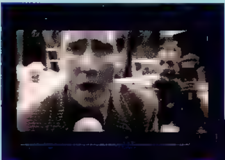
After you fight everyone, and beat them, *and* lose to them, the full-motion cinemas get a little old.

THE UGLY

You if you try to go directly to Nuke the Duke, he'll tear you up!

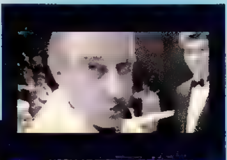
ON YOUR WAY TO THE RING!

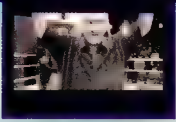
A nosy reporter.



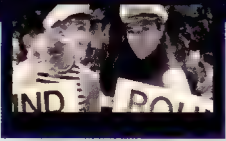
The dark corridor.

Last minute talk.

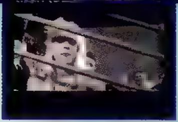




Get hyped up!



The ring groupies!

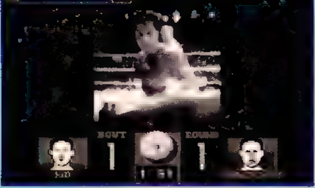


This girl wants to talk.

HONEYBOY

TONITE!
HONEYBOY
VS.
THE KID
PRESS START TO FIGHT
PRESS FOR OPTIONS

"You better be ready for me punk!"

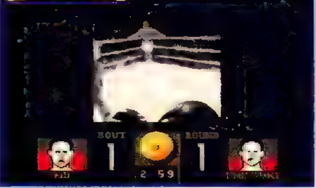

BOUT
1
ROUND
1
KID

You can fight this guy over and over to gain much needed stamina.

NUKE THE DUKE

TONITE!
NUKE THE DUKE
VS.
THE KID
PRESS START TO FIGHT
PRESS FOR OPTIONS

"Welcome to the big time kid! Best of luck."

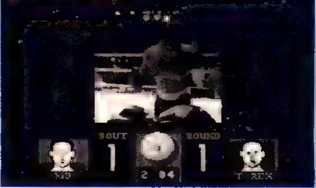

BOUT
1
ROUND
1
2 59
KID
THE DUKE

The Duke is the toughest guy around! Watch out for his awesome right hand.

T-REX

TONITE!
T. REX
VS.
THE KID
PRESS START TO FIGHT
PRESS FOR OPTIONS

"I'm going to stick a fork in you kid—you're done!"

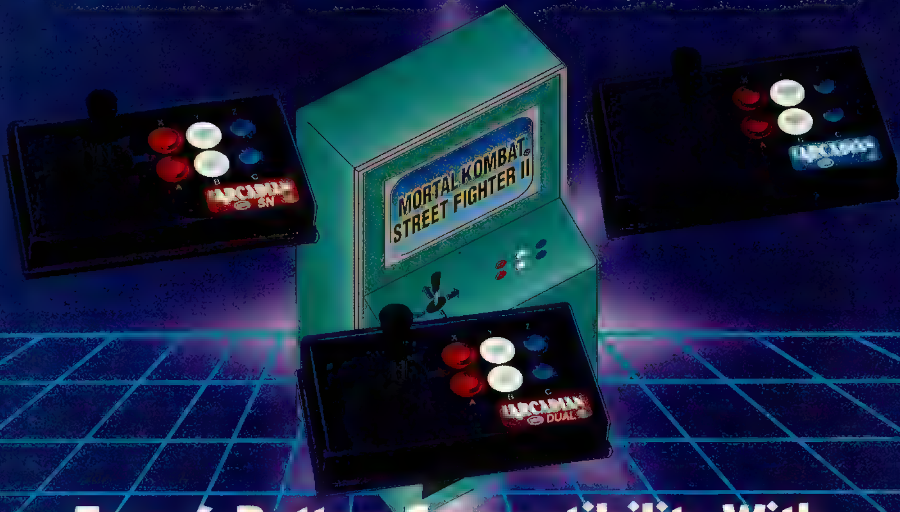

BOUT
1
ROUND
1
2 04
KID
T REX

This guy is a real psycho! He wants to put a big hurt on you.

Pictures shown are from an alpha version of the game and are subject to change.

THE ARCADIAN™

GET SERIOUS!



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ACT RAISER 2

from Enix

Thousands of years ago you were a victor in a great battle; the Evil Lord, Tanzra, was dead at last. But now the Chosen 13, Tanzra's mightiest demons, have raised the Evil Lord, and they vow revenge.

For the Super NES

MARIO PAINT

MARIO PAINT

from Nintendo

With this powerful graphic drawing program, you choose from over 50 colors, paint brushes, shading, and more. Includes a basic music composer, sprite animator, and Mouse for easy use of the program.

MORTAL KOMBAT

from Acclaim

The bone-shattering combos and awesome finishing moves you remember from the arcade are now on your favorite system. It's the #1 game for a reason.

For the Super NES
For the Game Boy
For the Genesis
For the Game Gear

GENESIS
NFL FOOTBALL '94
SEGA

NFL FOOTBALL'94 STARRING JOE MONTANA

from Sega

Heading the list of awesome amenities on this cart is the new "Behind the Quarterback" view.

For the Genesis

Looking For Some Action?

SILPHEED
SEGA CD
SEGA

SILPHEED

from Sega

With the best 3D shooting action to come to the Sega CD, complete scaling and fast polygon textured mapping. Silpheed is one of this year's most anticipated titles.

For the Sega CD

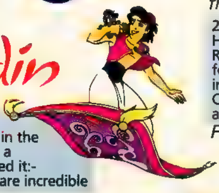
ETERNAL CHAMPIONS
GENESIS
SEGA

ETERNAL CHAMPIONS

from Sega

24 Megs. 35 killer moves. Holo-Trainer. Instant Replay. These are just a few of the many features included in Eternal Champions, Sega's answer to MK.

For the Genesis



Disney's Aladdin

from Sega

The actual Disney animators were involved in the production of this cart in a very big way. You guessed it:- the graphics on this title are incredible

For the Genesis

CAPCOM
STREET FIGHTER II

STREET FIGHTER II: MASTERING GREAT COMBINATIONS AND STRATEGIES

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Turbo charge your Street Fighter II skills for both the Turbo and the Special Champion Edition carts. Learn intermediate and advanced moves from the Capcom experts.

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FIFA SOCCER

from Electronic Arts

FIFA International Soccer features a unique 3/4 overhead perspective that provides you with the best view of the soccer field ever designed on a video game.

For the Genesis

16 MEG
FIFA INTERNATIONAL SOCCER

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SUPER EMPIRE STRIKES BACK
SUPER NINTENDO

SUPER EMPIRE STRIKES BACK

from JVC

The story line of this awesome 12 Meg cart is identical to the film. A hot soundtrack and several levels using Mode 7™ scrolling are also very good reasons to get the game.

For the Super NES

You Have Questions
We Have Answers

- * Release Dates
- * Game Tips and Back Doors
- *Game Ratings

Ask The Experts
At G&G/CAPTRON Stores

METAL COMBAT
FALCON'S REVENGE
One or two player excitement!

METAL COMBAT : FALCON'S REVENGE

from Nintendo

With 16-Bits of power and a 2 player simultaneous option, Metal Combat leaves the competition dead in its tracks. This game is a fantastic sequel to the mega-hit Battleclash.

For the Super NES

Stanley Cup
SUPER NINTENDO

NHL STANLEY CUP

from Nintendo

With an NHL license, and more graphics than many of the other hockey carts, NHL Stanley Cup has all of the NHL teams and the great gameplay you'd expect from a Super Nintendo title. The 3-D view is extra special.

For the Super NES

WWF ROYAL RUMBLE

WWF ROYAL RUMBLE

from Acclaim

Test your wrestling skills against 12 of the best superstars of the World Wrestling Federation®, and smash your opponents into smithereens with ultra-cool moves.

For the Genesis
For the Super NES

Try Before You Buy
CAPTRON
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NBA
NBA SHOWDOWN
SUPER NINTENDO

NBA SHOWDOWN

from Electronic Arts

Nobody captures the excitement of an NBA season like EA SPORTS. Now you can lead your favorite teams through an entire 82 game season plus the NBA playoffs.

For the Super NES

SOLDIERS
SUPER NINTENDO

SOLDIERS OF FORTUNE

from Spectrum HoloByte

Do you have what it takes to complete your mission in the beast-infested jungle? There are six Soldiers of Fortune to choose from.

For the Super NES

FAMILY FEUD

FAMILY FEUD

from Gametek

One of TV's longest running game shows comes to the Super NES with all of the great stuff you'd expect from a television classic. Family Feud provides - you guessed it - great fun for the whole family.

For the Super NES

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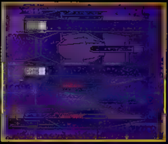
STELLAR 7 DRAXON'S Revenge

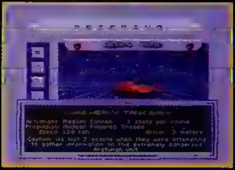


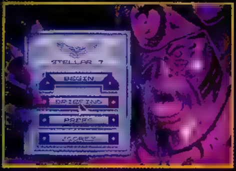
XCV AGL-2
"The Raven"
This is the attack vehicle you will use in the game. It has a variety of attack and defense functions.

BRIEFINGS AND TOP SCORES:

BRIEFINGS:

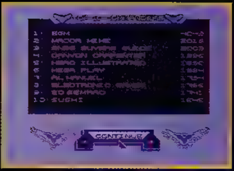
See all your enemies and their vital statistics. You can zoom in or out on the graphics.



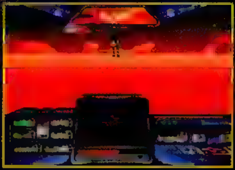


TOP SCORES:

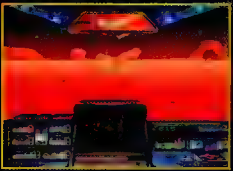
See how well you did compared to others with the TOP SCORES Option.

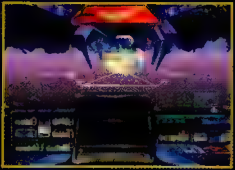


SOL AND ANTARES STAGES:

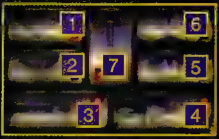


The first stage puts you on the surface of an angry red planet. The Boss is a Guardian. Keep a safe distance and shoot it.



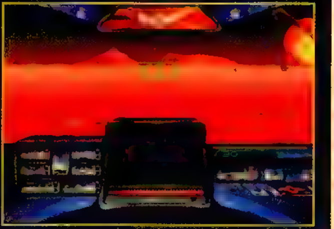


The second stage is on a darker world. The Boss is a giant mechanical spider. This one shoots bombs and has webs.



At the lower left side of the main viewplate are weapons. 1) Inviso Cloak Generator: Turn invisible for a limited amount of time. 2) Eel Shield: Can ram enemies without harm to you. 3) Super Cannon: Rapid powerful shots. 4) MP Thruster: Short, powerful thrust. 5) Cat's Eye: See cloaked enemies. 6) RC Bomb: Drop a land mine. 7) Jump Thruster: Move vertically.

MAIN VIEWPLATE: LEARN HOW TO USE YOUR WEAPONS.



FACT FILE

STELLAR 7 DRAXON'S REVENGE

STELLAR 7
DRAXON'S
Revenge
3DO

MANUFACTURER	# OF PLAYERS
DYNAMIX	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	7
THEME	**% COMPLETE**
SHOOTER	100%

THE GOOD

Excellent graphics and sound. A must for fans of the PC version.

THE BAD

No continues make this one pretty hard to play through.

THE UGLY

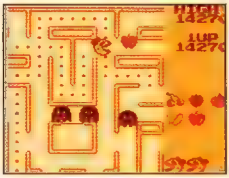
Nice face Gir, especially the close-up on the Options Screen.

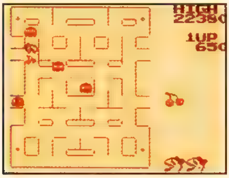
The popular PC game now comes to the 3DO system! The Supreme Overlord of the Archuran Empire, Gir Draxon, is preparing to launch an attack on earth. The only thing that can stop it is you and your RAVEN battletank. There are several weapons at your disposal including advanced blasters, invisibility powers, elevation and even thrusters. However, your enemies are also well-armed, and they plan to stop you every step of the way. Keep an eye open for fuelling stations along the way—they will replenish your energy.

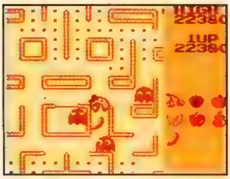
Ms. PAC-MAN ON THE GO!

The arcade classic Ms. PAC-MAN™ is making her debut on the Game Boy. Live the adventure as you munch your way through twisting mazes filled with power pellets and bonus fruits, but watch out for those nasty ghosts—they're looking for a Pac to snack!

- Just like the arcade original!
- Four fun mazes!
- One or two players!







OFFICIAL GAME LINK GAME PAK

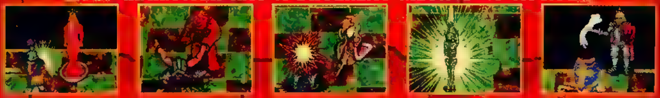
Official Nintendo Seal of Quality

[illegible] 1980,1993 Namco Ltd. [illegible]

namco

Namco Hometek, Inc.

SOME OF THE MANY FACES OF DEATH IN THE GAME: EACH CHARACTER HAS A DIFFERENT METHOD OF ATTACK!



FACT FILE

BATTLE CHESS

MANUFACTURER	# OF PLAYERS
INTERPLAY	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
STRATEGY	100%

THE GOOD

Chess fans will probably love this variation of the ageless game.

THE BAD

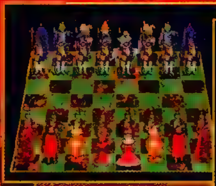
The unusual movements of the chess pieces across the board.

THE UGLY

When the Rook takes the Queen, it eats her and spits out her crown.

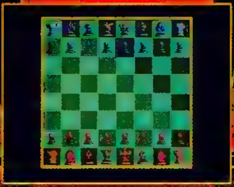
SEVERAL METHODS OF GAME PLAY WITH MANY OPTIONS:

3-D BOARD:



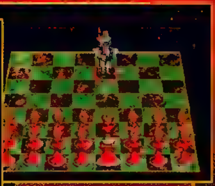
You can configure the board to be presented on two dimensions or three. With the 3-D board, you get all the character moves and their animations!

2-D BOARD:



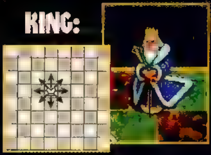
The 2-D board is more like your standard chess board. The pieces are simple and more like those on a conventional board.

CUSTOMIZE:

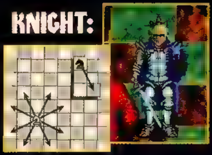


You can also customize the board and have as many of a certain piece as you want. For example, you can select all Queens on your side.

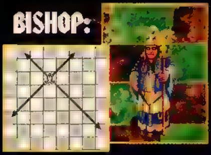
KING:



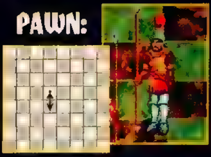
KNIGHT:



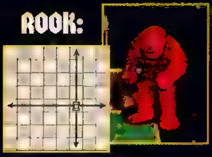
BISHOP:



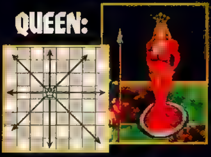
PAWN:

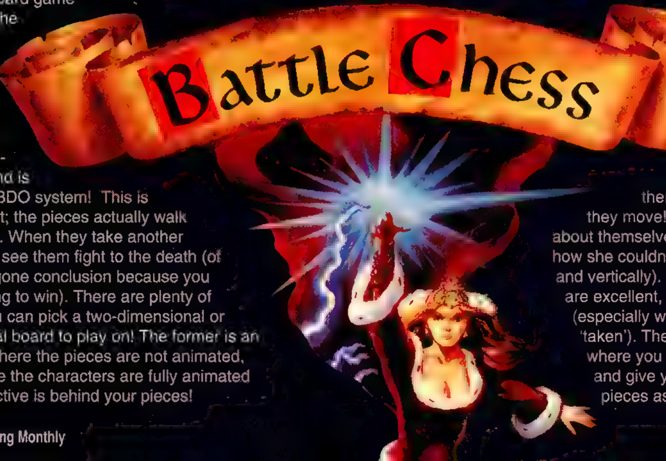


ROOK:



QUEEN:



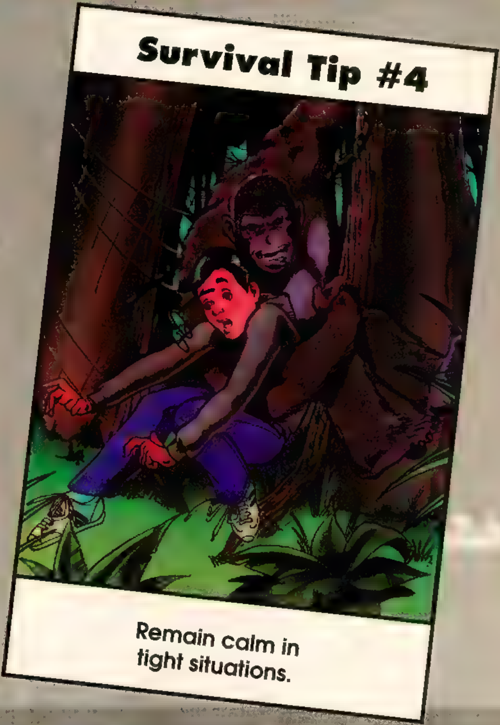


Fans of the board game chess (and the other previous versions of Battle Chess for the Amiga and PC systems) rejoice: this game is making the rounds and is now on the new 3DO system! This is chess with a twist; the pieces actually walk across the board. When they take another piece, you get to see them fight to the death (of course it is a forgone conclusion because you know who is going to win). There are plenty of options here: you can pick a two-dimensional or three-dimensional board to play on! The former is an overhead view where the pieces are not animated, the latter is where the characters are fully animated and your perspective is behind your pieces!

For those of you not familiar with the game and how it is played, there's even a built-in tutorial where the pieces walk out on the board, introduce themselves and tell you how they move! They also give a history about themselves (like the Queen and how she couldn't always move diagonally and vertically). The CD sound and music are excellent, with hilarious animations (especially when another piece is 'taken'). There is also an option where you can configure the board and give yourself as many of any pieces as you want!

WELCOME TO THE JUNGLE

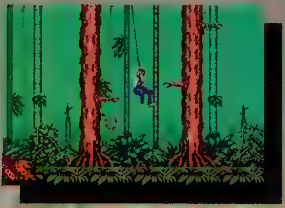
LICENSED BY
DTMC
LESTER
THE UNLIKELY
SUPER NINTENDO


Survival Tip #4
Remain calm in tight situations.

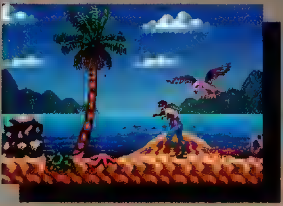
Lester's not a bad kid, he just seems to end up in a lot of awkward situations. This time he's been stranded on a jungle island being taken over by pirates. With your help he should be able to make it back home.

The only problem is Lester's personality. His survival instincts are a little weak. Plus, he always panics the first time he meets a new challenge.

Just don't panic along with him...



Guide Lester wisely and he might just come through in the clutch.



Who wouldn't panic at the sight of a mutant seagull?

FEATURES

- 8 MEG GAME PAK
- 20+ LEVELS
- ROTOSCOPED ANIMATION
- JANUARY 1994

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RESCUE RANGERS 2™ CHIP 'N' DALE

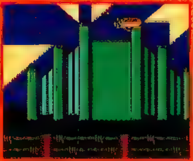
CHIP 'N DALE
2

FACT FILE

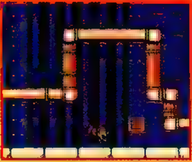
RESCUE RANGERS 2

MANUFACTURER	CAPCOM
# OF PLAYERS	1 OR 2
DIFFICULTY	MODERATE
AVAILABLE	DECEMBER
CARTRIDGE SIZE	2 MEG
NUMBER OF LEVELS	10
THEME	ACTION
% COMPLETE	90%

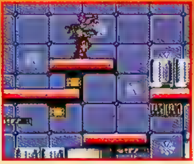
Just when everything seems to be going smooth for Chip, Dale and the rest of the gang, the notorious crime boss, Fat Cat, has broken out of prison. It seems to be of no coincidence that at the same time a precious artifact, the Urn of the Pharaoh, is also missing. Now it's up to those crafty chipmunks (with a little help from Montery Jack, Gadget and Zipper) to travel through many areas and search for any information that will help the Rescue Rangers return the Urn of the Pharaoh and put Fat Cat along with his criminal organization behind bars for a very long time.



Your adventure begins as Fat Cat breaks out of maximum security and steals the Urn of the Pharaoh.

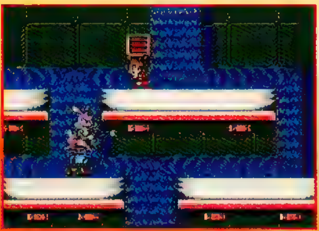


Crates come in real handy. Use them to throw at enemies or duck inside to hide from the bad guys.

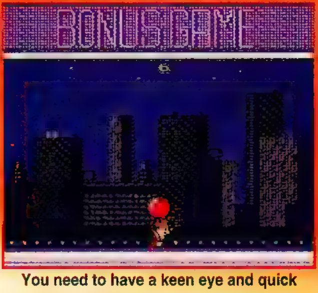


There are many objects to throw. Once you pick them up, you can even toss the enemies!

Level 1 Boss

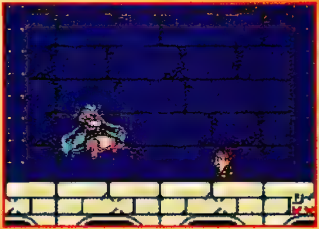


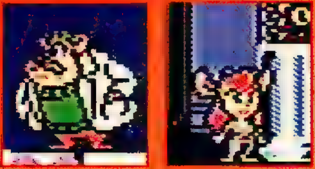
Bonus Game



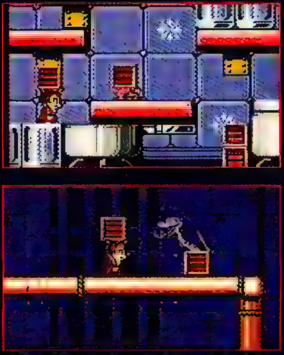
You need to have a keen eye and quick reflexes to survive in the bonus level!

Level 2 Boss





The whole Rescue Rangers gang is ready to give a helping hand in defeating Fat Cat.



Don't be quick in picking up a crate; you never know what's hiding inside!

THE GOOD

I like the attack method with the crates, instead of always jumping on the enemy like other games.

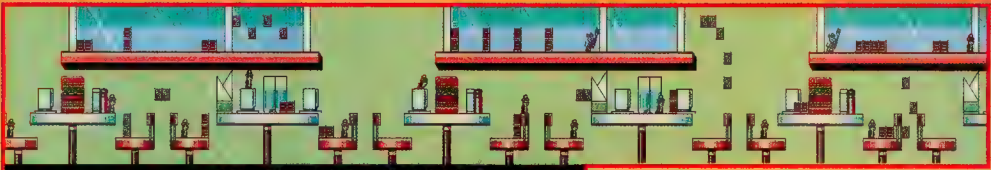
THE BAD

The game seems to play very fast with hardly any hidden items to find.

THE UGLY

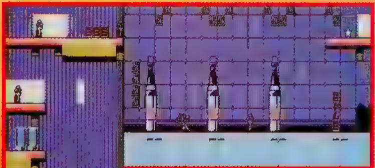
I guess Fat Cat would have to be the ugliest, but he's really not that ugly...just fat.

©1993 Disney



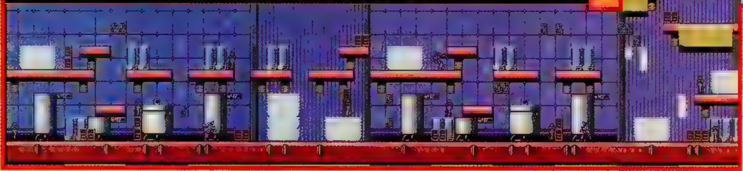
LEVEL 1-1

You start your investigation in a diner, where you will need to grab all the Ranger Plaques that you can find. Watch out for the angry bees!



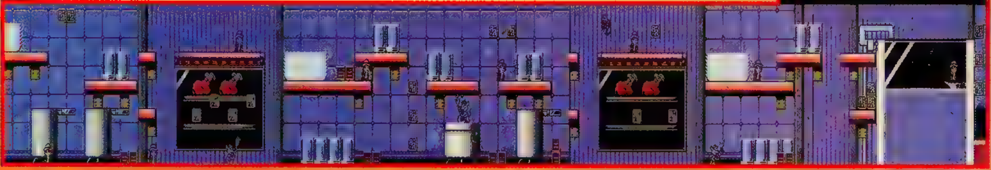
LEVEL 1-2

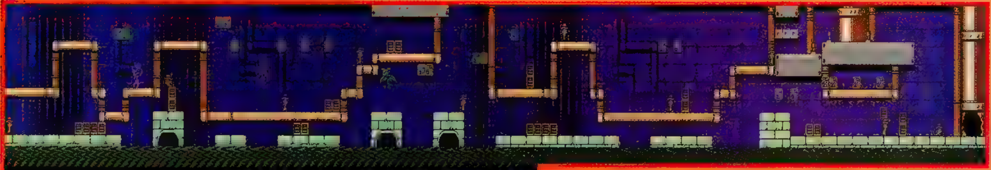
It's off to the kitchen for more adventure! Jump your way over the plates and glasses in search of hidden acorns inside the crates.



LEVEL 1-3

At the end of level 3, Zipper can help you get out of a sticky situation by turning on the water faucet.



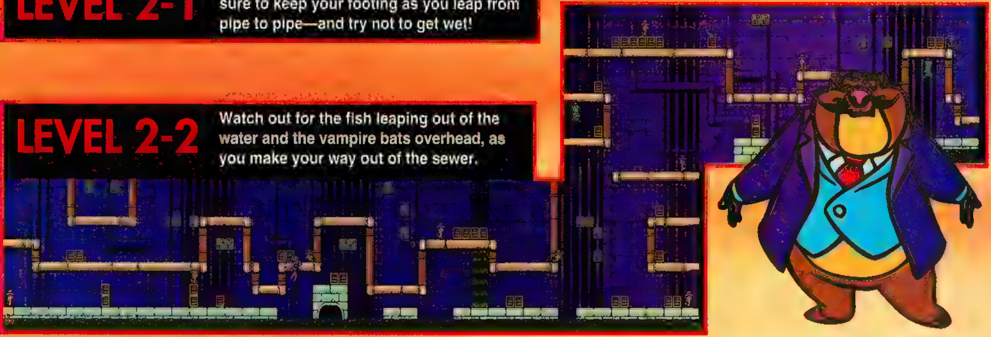


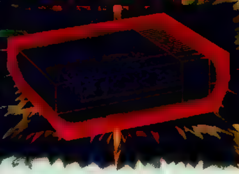
LEVEL 2-1

Level 2-1 is in the underground sewer. Make sure to keep your footing as you leap from pipe to pipe—and try not to get wet!

LEVEL 2-2

Watch out for the fish leaping out of the water and the vampire bats overhead, as you make your way out of the sewer.





CLIFFHANGER

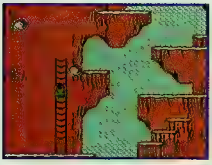
FACT FILE

CLIFFHANGER

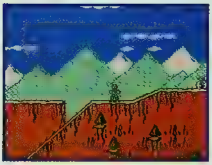
MANUFACTURER	SONY IMAGESOFT	# OF PLAYERS	1
DIFFICULTY	MODERATE	AVAILABLE	1ST QTR. '94
CARTRIDGE SIZE	2 MEG	NUMBER OF LEVELS	4
THEME	ACTION	% COMPLETE	90%

Based on last summer's action blockbuster hit, Cliffhanger offers the same excitement now brought to your NES. You are Gabe Walker, Rocky Mountain rescue ace, facing the most grueling operation of your life—saving your friends plus defeating Qualen and his gang. You have to travel through dangerous mountain terrain where great ability of climbing and jumping are needed to avoid the wide crevices and the huge avalanches that await your fate. Plus, many enemies, such as rabid wolves and eagles flying overhead, will try to stop your progress. On the way, there are many items you can pick up that will help you pass the obstacles and help you survive the bitter cold.

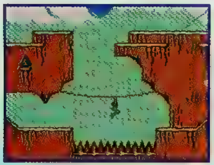
CLIFFHANGER™



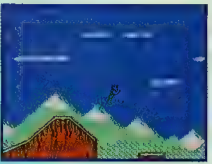
Watch out for the rocks and boulders while walking through avalanches.



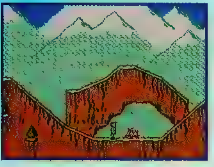
If you are just sitting there doing nothing, you will eventually freeze and die.



If you're having problems jumping over, try crossing the large gorge with a rope.

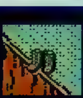


Be careful jumping on the columns. You could slip on the icy surface and fall!

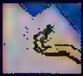


Burn the money you find in the campfire and it could increase your health.

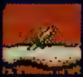
PICK UP ITEMS TO SURVIVE AGAINST THE ENEMIES



Pick up the spiked boots to run on snow.



You will only have six shots. Use them sparingly.



Throw the knife at incoming thugs or animals.

Keeping the cash could increase your health meter!

Yo! Jackpot! Extra cash to burn in order to survive.

THE GOOD

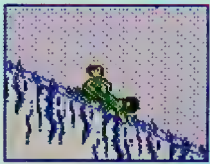
Because of many happenings and enemies, the amount of health is badly needed.

THE BAD

I'm starting to get a headache looking at these small characters.

THE UGLY

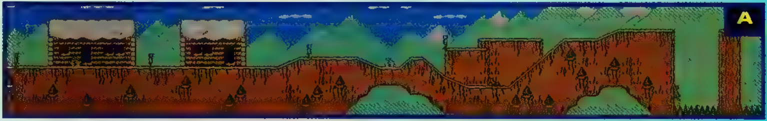
Watching yourself fall from great heights and land on spikes, causing you to look like a road kill.

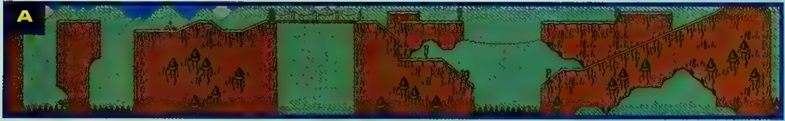


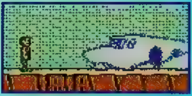
Talk about a rug burn! Slide down the hill by riding on the Boss you defeated.

LEVEL 1-1

Find the stranded party of hikers while avoiding the wild animals and dealing with avalanches.







The plane...the plane!

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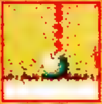
JAMES POND II
CODENAME ROBOCOD

James Pond, that fearless secret agent, has made his way to the Amiga CD 32. This remake of a popular Genesis cart has better music and more colorful backgrounds. Essentially, the game is the same. The ruthless Dr. Maybe has taken over the North Pole toy factories and has made all the toys into deadly weapons. Try to collect all of the evil toys and stop Dr. Maybe.

New to the Amiga CD 32, it has some full screen full-motion video cinemas which gives background on our favorite fish. If you want a taste of 32-Bit, James Pond will whet your whistle for non-stop action and adventure.

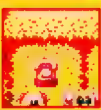
COLLECT THESE ITEMS!



APPLE

This icon is found in some far off corner.

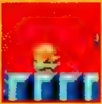
400 POINTS



TELEPHONE

A fairly common point icon. Easily found.

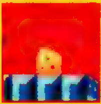
3000 POINTS



BURGER

A quick bite to eat! This is a good point icon.

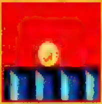
400 POINTS



CHEESE

This too is not difficult to locate in the game.

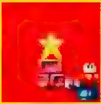
500 POINTS



COIN

Rare, but a real find. Lots of bonus points!

10,000 POINTS

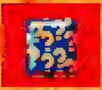


STAR

These will give you a certain amount of life.

0 POINTS

SECRET STUFF

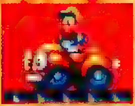


BOXES ???

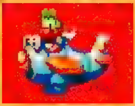
These hold special gadgets or dangers.

If you can find the vehicles, you will be able to reach faraway places.

CAR

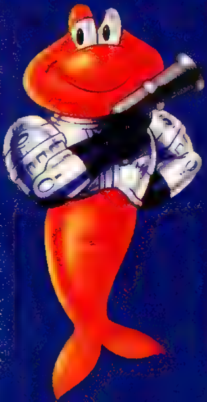


PLANE



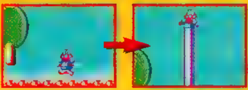
FACT FILE
JAMES POND II

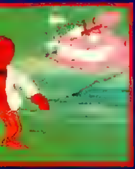
MANUFACTURER	# OF PLAYERS
COMMODORE	1
DIFFICULTY	**AVAILABLE**
HARD	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
N/A	8
THEME	**% COMPLETE**
ACTION	100%

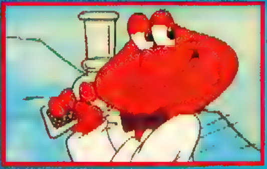


TOP SECRET

AGENT:
JAMES POND
AGENCY:
F.I.5.H.
HISTORY:
Pond is the ultimate underwater agent who has recently undergone mechanical enhancements. He now can stretch to incredible lengths. See Fig. 1 below for details.



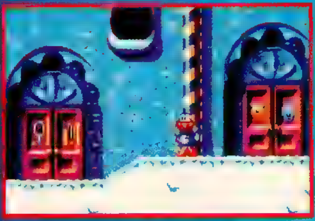


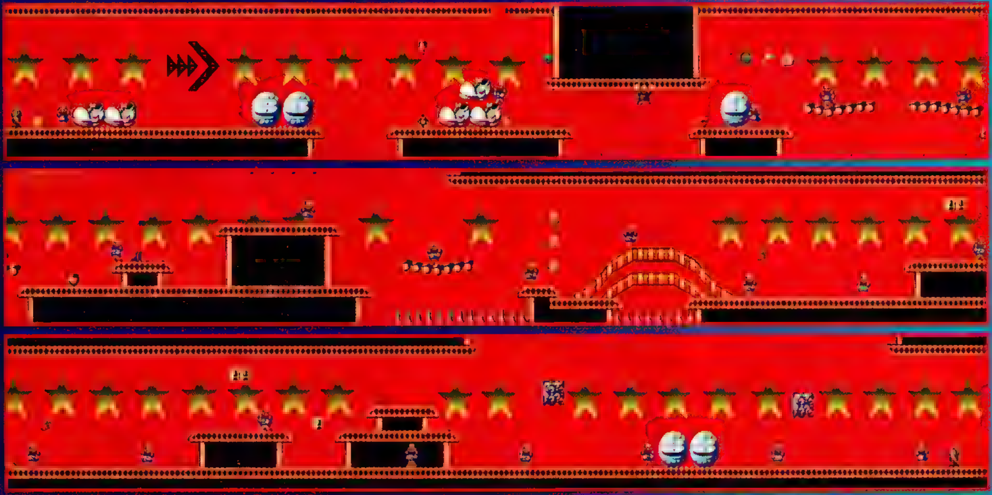


TOP SECRET
SECRET FILES:

THE TOY FACTORY

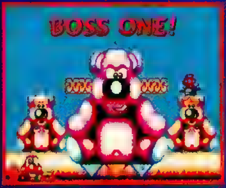
The toy factory is immense. Agent Pond must enter each door and clear all of the levels. After passing through two doors, a giant Boss will attack you. Don't fret though, there are many ways to clear the levels. Some of them may have more than one exit. If you choose wisely, you can clear the entire door quicker, start over on that level, or find a secret bonus area. Experimentation is the key here!





DOOR 1 AREA 2

You can skip about four areas by saving the penguins and going back to the start.



THE GOOD

This game plays pretty well despite the pitiful controller that looks like a modern art masterpiece.

THE BAD

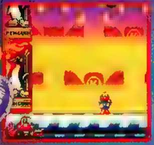
The animation is choppy, and the full screen full-motion video is quite pixelized. Why? It's 32-Bit!

THE UGLY

Some of the backgrounds are hard on the eyes and even harder to play on. Aaaaargh! My eyes, my eyes!

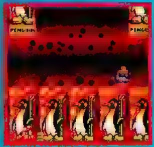
EGM TIP #012

For a sure way to kill most enemies, press down and duck while hitting them. This even works in the air, and does a lot of damage.



A BIG GAME...

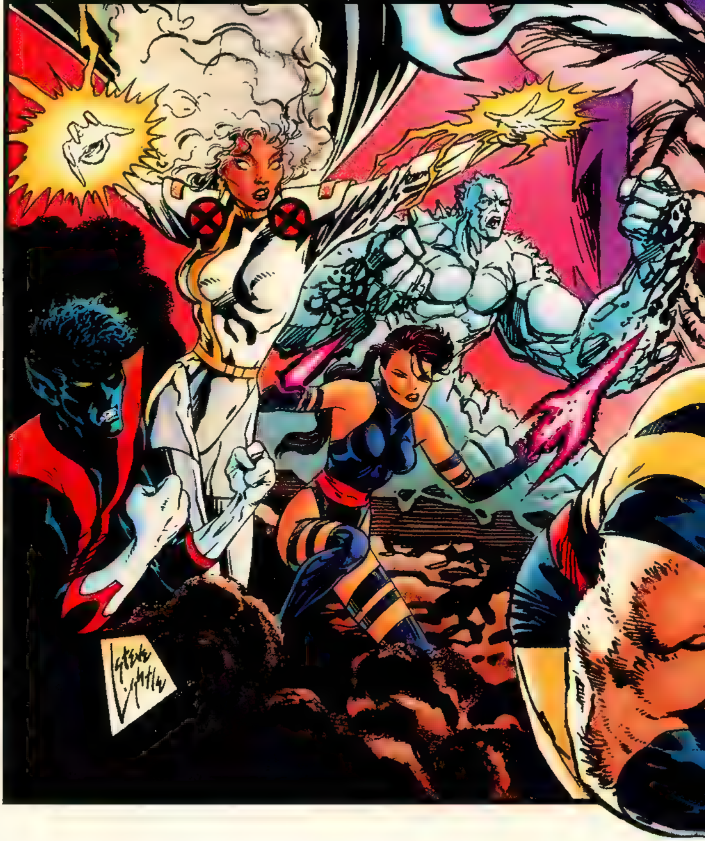
The levels are huge, and there's a lot in them. Can you find Dr. Maybe in time?

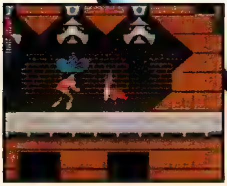


MARVEL COMICS

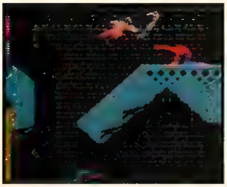
X-MEN™

Real mutant action straight from the comic books comes to life on Marvel Comics'® X-Men™ for Sega™ Game Gear™!

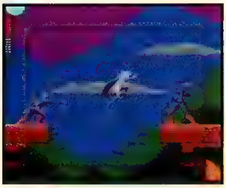




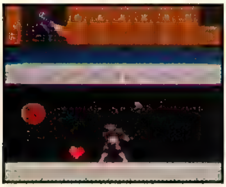
Sebastian Shaw grows stronger by absorbing your mutant powers. Think strategy and maneuver him into his own traps!



These Morlocks require a quick, fast attack or you're bound to take damage. Beware! The sewers can be very slippery.

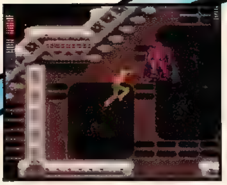


Some areas of Madripoor may be difficult to pass, so choose your X-Men wisely.



The Hellfire Club hides a special bonus room. Find it! (Be sure to look everywhere.)

WELCOME TO THE NEXT LEVEL



This is it . . .
succeed and buy some hope for humanity. Fail, and see humanity destroyed!

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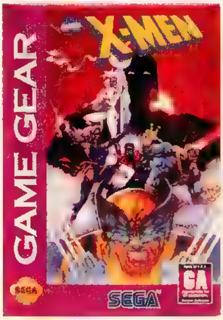
Hated by the world they're sworn to protect, Marvel Comics' mighty mutant heroes face off with their most fiendish foe! Storm, Iceman, Rogue, Nightcrawler and Psylocke have been taken prisoner by Magneto's lackeys. Wolverine's razor-sharp adamantium claws and Cyclops' searing optic blasts are the X-Men's only hope! With incredible special effects and amazing action, this game is mutant mayhem to the extreme! Get the X-Men on Game Gear NOW!



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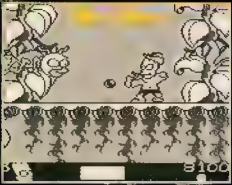
THE SIMPSONS™ Bart & the beanstalk

THE SIMPSONS
BART & THE BEANSTALK
PRESS START

FACT FILE

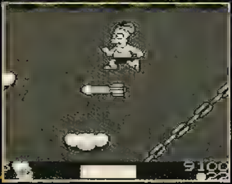
THE SIMPSONS: BART AND THE BEANSTALK

MANUFACTURER	# OF PLAYERS
ACCLAIM	1
DIFFICULTY	AVAILABLE
EASY	DECEMBER
CARTRIDGE SIZE	NUMBER OF LEVELS
N/A	6
THEME	% COMPLETE
ACTION	100%

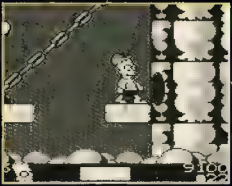


After you reach the top of the beanstalk, you have to fight this Boss.

Chapter 2 The Street of Clouds



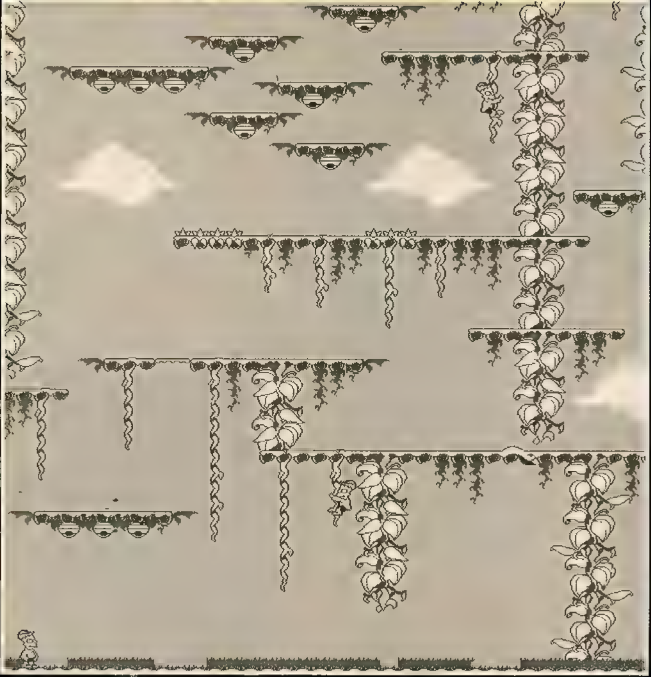
Jump from moving clouds, collecting coins and avoiding missiles.



Work your way through the clouds toward the Giant's castle.

Chapter 1 The Beanstalk

This is just a small part of the first level. Make sure you collect 40 coins, so you can fight the terrible Boss.



The poor Simpsons family sends their son Bart off to town to sell their cow. On his way, Bart runs into a silly-looking man named Monty the Miser. He offers Bart some Magic Beans and a slingshot in exchange for the cow. Bart takes the offer and runs toward home. He places the beans on the table. But before he can tell everyone about his great deal, Homer pops the beans into his mouth, thinking they are candy. In disgust, Homer spits the beans out the window and sends Bart to his room. The next morning, when Bart looks outside, he sees a giant beanstalk growing up into the clouds. Bart grabs his slingshot and jumps out of the window toward the adventure of a lifetime. Bart must make his way through several levels, avoiding enormous insects, pocketing the magic coins and stopping Homer the Huge.

THE GOOD

Good game play with some interesting weapons to use on the enemies.

THE BAD

The slingshot weapon just doesn't cut it in most of the levels. It takes too long to fire and the range is bad.

THE UGLY

Homer as a Boss, enough said.

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WHAT'S UP at DOC'S

Fix-A-Game Cleaning Kit

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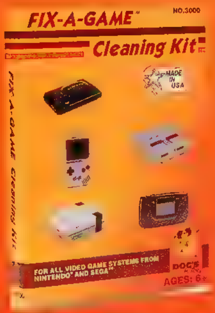

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X
Y
A
B
DOC'S Hi Tech

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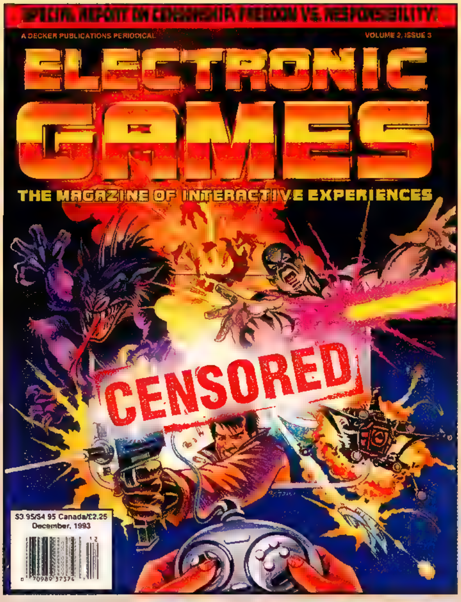
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GAME GEAR
T2
GENESIS
T2
T2
SUPER NINTENDO
South

KICK SOME LIQUID METAL BUTT!

PREVENT JUDGMENT DAY

I NEED YOUR MOTORCYCLE

PROTECT JOHN CONNOR

OBJECTIVE: RESCUE SARAH CONNOR

DESTROY CYBERDYNE RESEARCH

HASTA LA VISTA BABY!

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The Jungle Book™

Jungle Book
START
OPTIONS

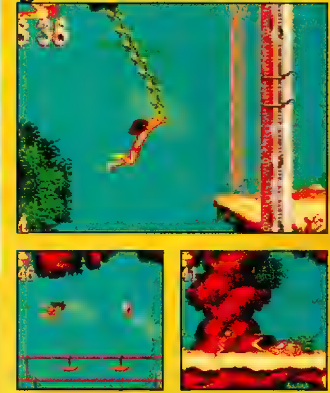
FACT FILE

THE JUNGLE BOOK

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	**AVAILABLE**
HARD	JUNE
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	N/A
THEME	**% COMPLETE**
ACTION	60%

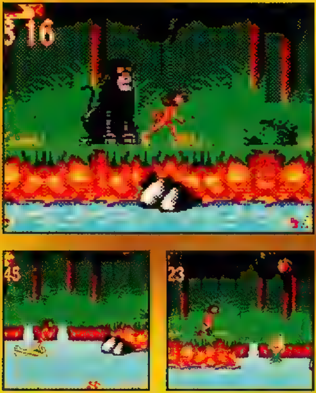
Straight from Disney's classic tale, *The Jungle Book*, Virgin brings the role of Mowgli, a child born in the jungle and raised by the animals he lives with. You must escort Mowgli safely through the jungle to the village, collecting diamonds along the way and finding Bagheera, the Panther. Mowgli's main goal is to defeat Shere Khan, the dangerous tiger in the journey.

JUNGLE BY DAY



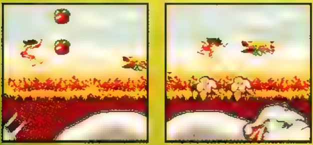
Mowgli must collect all eight diamonds to complete this harrowing stage.

BY THE RIVER



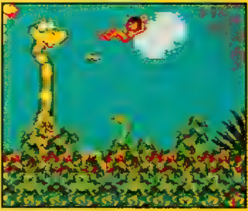
Mowgli has to jump from different objects to avoiding falling into the river.

BONUS STAGE

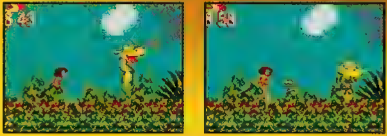


Leap across elephants collecting fruit. One mistake takes you to the next level.

KAA THE SNAKE BOSS



When fighting Kaa, he will come up from the ground to start his attack. Use the spring in the center of the screen to jump over him, then hit him from behind.



THE GOOD

Virgin delivers another great translation game from the Sega Genesis to the Game Gear.

THE BAD

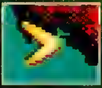
The game play takes some time to get used to, which can make the game a little frustrating.

THE UGLY

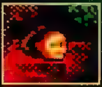
Seeing how long the Lizard's tongue is makes me wonder if he can get dates easily.

ICONS IN THE JUNGLE

TWO BANANAS: When Mowgli grabs these two bananas, it will allow him to throw bananas faster.



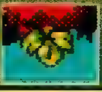
BOOMERANG: This is a great weapon for Mowgli to use, for it will register two hits on your enemies.



MOWGLI'S FACE: Grab Mowgli's face to gain a free guy. This is one of the hardest icons to find.

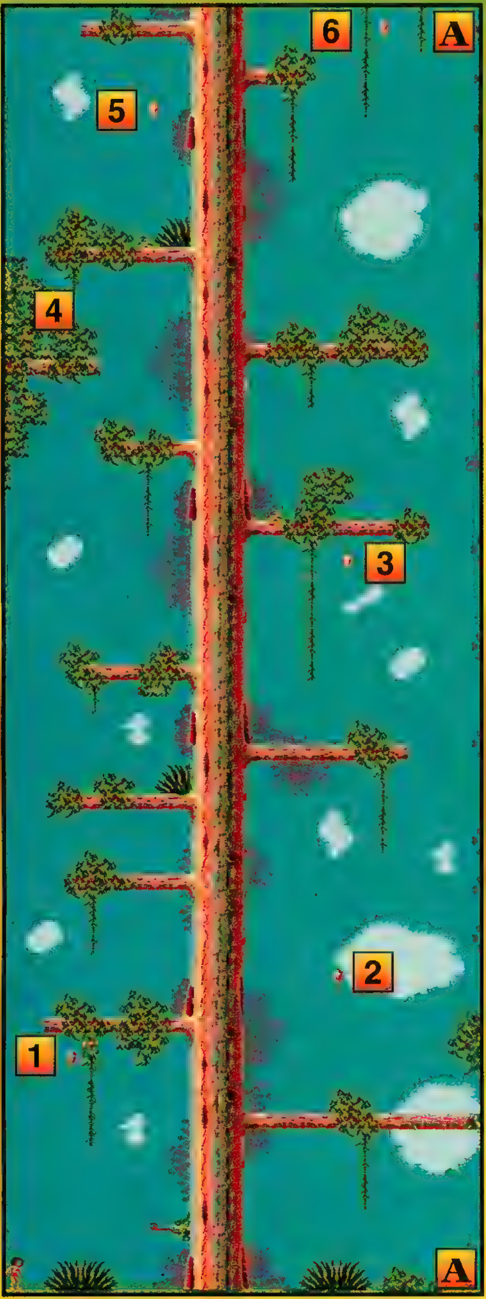
HEART: This icon will restore some of Mowgli's life meter, which comes in handy in some levels.

DIAMOND: Throughout Mowgli's quest, grab all of the diamonds that appear on each level.



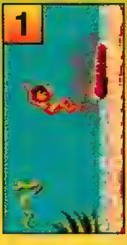
FIGLEAF: The only way Mowgli can continue in the game is by grabbing the figleaf icon.

© The Walt Disney Company.



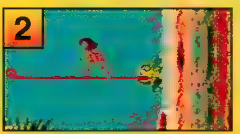
THE GREAT TREE

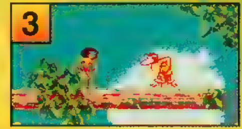
Mowgli comes across The Great Tree, where he has to work his way up by climbing vines and jumping on springs, while trying to collect all eight of the diamonds in this level. Along the way, Mowgli will have to overcome monkeys and snakes as he battles his way to the top of the tree where Kaa, the Snake Boss, is waiting to fight him.
1-8 Shows you the location of all eight diamonds on the map.

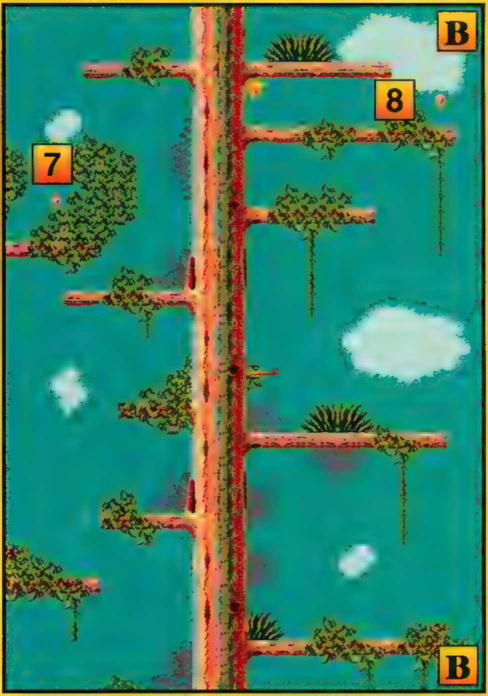


SOME TREE SKILL YOU SHOULD KNOW

1) Use the springs to reach high places which you can't reach by jumping.
2) Jump on the lizard's tongue as another method of reaching high places in the tree.
3) There are several monkeys and snakes in this level that camouflage themselves by hiding in the leaves of the tree, making it hard for you to attack them.







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ROCK-IT COMIX comes in 48-page magazine format, with at least 24 pages of illustrated [illegible]. The remainder is filled with interviews, [illegible] and more—all of which come directly from the musical acts themselves! Plus each [illegible] comes polybagged with ROCK-IT PIX, a special collector's guitar pick!

The launch begins with METALLICA and WORLD DOMINATION! Then get ready for more with LITA FORD, PANTERA, MEGADETH, THE PHARCYDE, OZZY OSBOURNE, BLACK SABBATH, SANTANA, YES, and many more!

METALLICA #1 of 3

Lars Ulrich, influenced by the metal sound coming from Europe, joins with James Hetfield to record one song for a compilation album entitled *Metal Massacre.* The song was ill-received by critics, but little did anyone know it was the birth of the biggest heavy metal act in music—METALLICA! Read the official sory of Lars, James, Kirk, Cliff, and Jason—the way only METALLICA could tell it! With a live album coming next year, you can't afford to miss it!

▲METALLICA
Writer: JAMES HUDNALL
(Ultraverse's *Hardcase, the Solution*)
Cover/Interior Artist: DAVE KENDALL
(*Necroscope II*)
Ship date: November '93
$3.95 U.S.A. $4.15 CANADA

WORLD DOMINATION
Writer: SCOTT EMERSON
Cover/Interior Artist:
ACCELERATED DK
Ship date: NOVEMBER 1993
$3.95 U.S.A.
$4.15 CANADA

WORLD DOMINATION #1

A unique collection of bands come together to form the controversial independent alternative music label, WORLD DOMINATION. Greedy music executives want control, but WORLD DOMINATION'S founders, Dave Allen and Luc Van Acker have no intention of becoming corporate puppets! The bands of WORLD DOMINATION resort to musical terrorism to keep Capitol records and the rest of the music industry from destroying the integrity of their music.

FEATURED BANDS INCLUDE:
LOW POP SUICIDE
SKY CRIES MARY
CONTAGION
SHRIEKBACK
and MUSSOLINI HEADKICK

ROCK-IT! PIX

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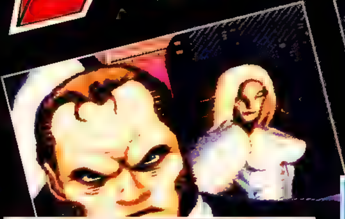
Artwork by Norm Breyfogle.

X-MEN

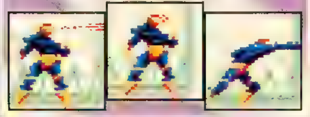
Professor X receives a call stating that the Juggernaut is at the Hoover Dam. Wolverine and Cyclops are sent to check it out. The rest of the X-Men are on their own missions trying to repeal other threats to the world. But, the dam was just a ruse to lure them away, while the others were captured. Now you must save your friends.

Based on the immensely popular comic and now TV series, this has the typical side-scrolling action theme with the X-Men twist. It's along the same lines as the Genesis version released a while back, but with different X-Men.



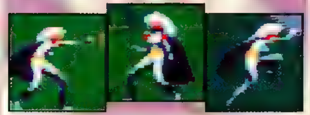
CYCLOPS

Real Name: Scott Summers
Mutant Power: The uncanny ability to fire beams of energy from his eyes.



STORM

Real Name: Ororo Munroe
Mutant Power: Manipulation of the weather to create storms of all kinds.



THE GOOD

The cool story combined with the awesome X-Men and great looking cinemas make this game a blast!

THE BAD

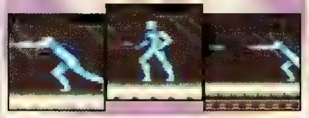
The levels are really big, which makes finding the end a little frustrating.

THE UGLY

The way both you and your enemies blink when you are hit—it can really get on your nerves.

ICEMAN

Real Name: Robert Drake
Mutant Power: Projects blasts of sub-zero cold to create structures of ice.



POWER-UPS

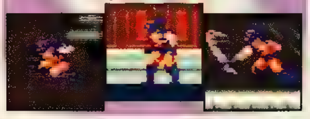
HEART
Restores health points.

RED X
Restores mutant power.

BLUE X
Bonus Power-up.

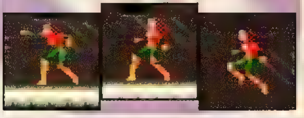
WOLVERINE

Real Name: Logan
Mutant Power: Razor sharp adamantium claws and the power to heal himself.



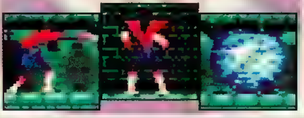
ROGUE

Real Name: Unknown
Mutant Power: Superhuman strength and the ability to absorb the powers of others.



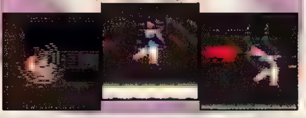
NIGHT CRAWLER

Real Name: Kurt Wagner
Mutant Power: Instantly transports to places by using another dimension.



PSYLOCKE

Real Name: Betty Braddock
Mutant Power: The ability to project blasts of telepathic energy.



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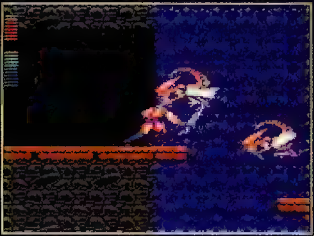
BROOD CAVE

One of the most terrifying races the humans have ever known, the Brood viciously fights to protect their evil queen.



Use Wolverine's razor sharp claws to slash through your enemies' skin.

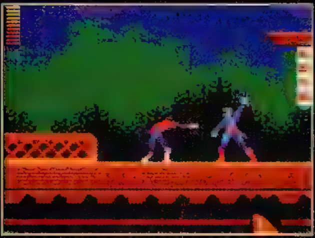
FACT FILE

X-MEN

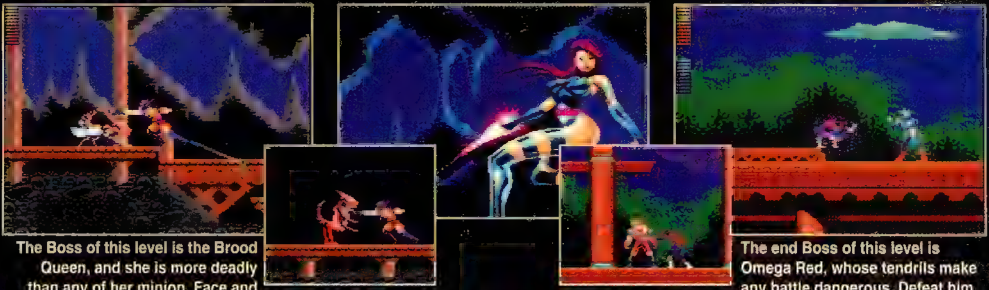
MANUFACTURER	# OF PLAYERS
SEGA	1
DIFFICULTY	AVAILABLE
MODERATE	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	6
THEME	% COMPLETE
ACTION	40%

MANDRIPOOR

A deadly ninja assassin group is lying in wait with fatal shurikens and bad intent, so be careful!



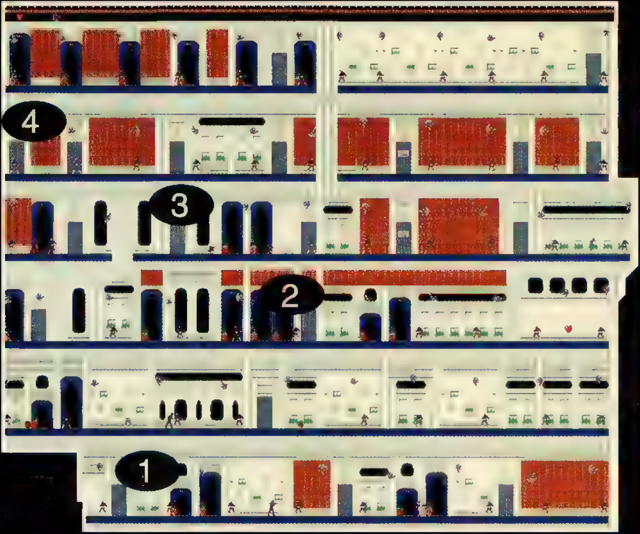
Use Nightcrawler's warps to get past the ninjas on this level.



The Boss of this level is the Brood Queen, and she is more deadly than any of her minion. Face and defeat her in order to rescue the X-Men called Psylocke.

The end Boss of this level is Omega Red, whose tendrils make any battle dangerous. Defeat him in order to rescue another of the X-Men!

THE HELLFIRE CLUB



TO THE BOSS!

This level, like most of the others, is really a big maze. In this maze, it is your job (as one of the X-Men) to figure out where the Boss is hiding out. But that's the easy part. The hard part is finding out which elevators you will have to take to get there.

Here's a helpful little tip: This is a partial map of the Hellfire Club level. The whole level is at least three times this size.

To find the Boss, follow these steps: Start the level at the lower right-hand side of the map, go left until you reach the last elevator door marked as number one. This door will take you to the next level. Go right until you reach the door marked number two. This will take you up one level. Go left to the door marked number three. After you are on the next level, take the door marked number four. When you take this last door, you'll be at the top of the club. Follow the platforms that are all around you up and to the right. When you can't go right any more, start to go down. You'll find the Boss almost at the very bottom!

PINBALL DREAMS

FACT FILE

PINBALL DREAMS

MANUFACTURER	# OF PLAYERS
GAMETEK	1
DIFFICULTY	AVAILABLE
MODERATE	JANUARY
CARTRIDGE SIZE	NUMBER OF LEVELS
1 MEG	3
THEME	% COMPLETE
PINBALL	100%

THE GOOD

Um...er... well it's a portable pinball game with three levels. That's all I can say.

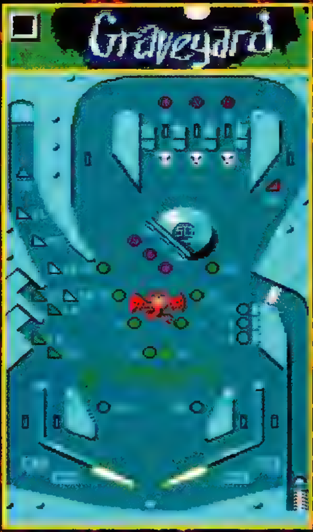
THE BAD

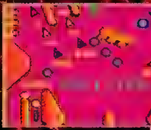
The levels are small and could use a bit more complexity in the way of obstacles.

THE UGLY

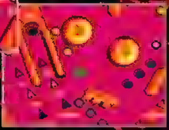
The little bat or ghoul guy on the center of the Graveyard scene. What is that thing?

Portable fans can now take pinball wherever they go. Three classic-style pinball games are available on this new cart. The Ignition Level has a rocket theme with targets like the sun-run and ignition. The Graveyard gives off a spooky feeling with the R.I.P and D.I.E targets. The theme here is to shoot for the side traps. On the Steel Wheel Level you have one high and one low trap that each earn big points. All the features you'd expect are here including: extra ball, bonus hold, jackpots, score multipliers and even tilt. This is portable fun for those who can't get enough pinball.

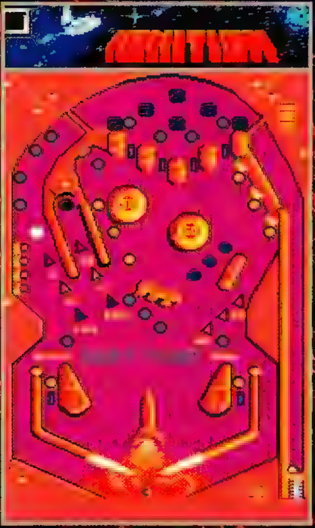


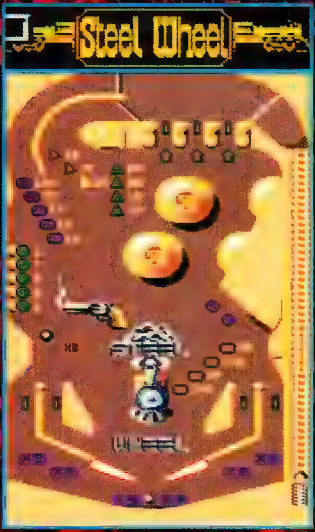


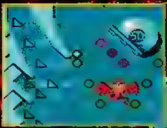
Go for the ball trap to earn up to 500,000 points!



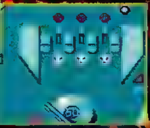
Light up the word "ignition" and go for the jackpot.



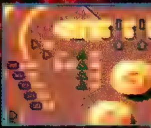




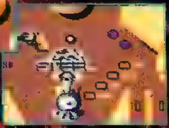
Increase the D.I.E. rollover to get up to 10x multiplier.



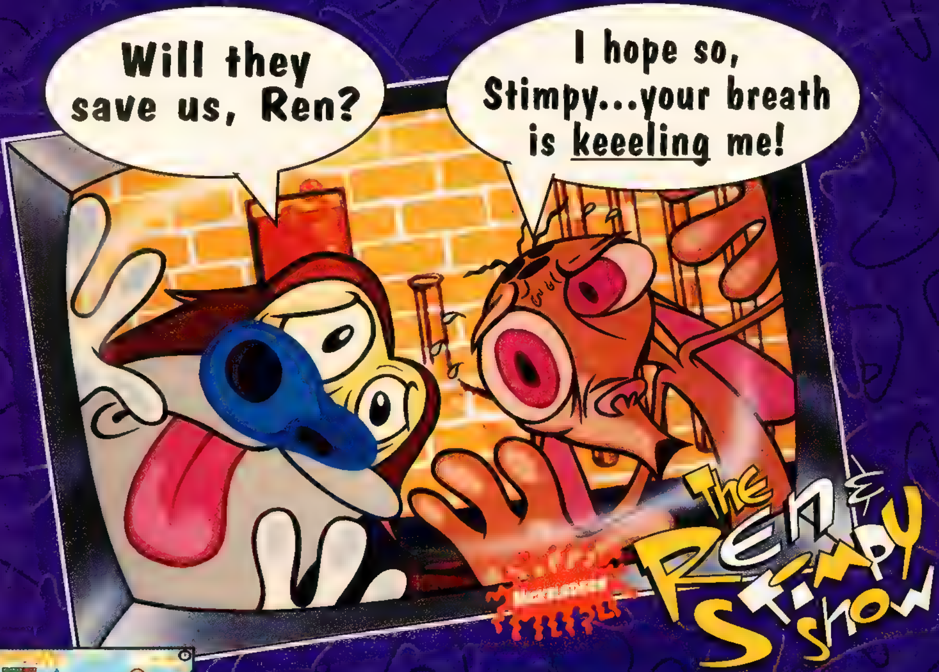
Shoot the left ball traps for extra ball multi-millions.

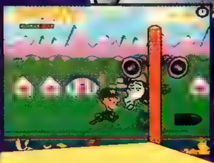


Hit the right trap for 5 million points or an extra ball.



The top trap gives a bonus or spins the mystery wheel.


Will they save us, Ren?
I hope so, Stimpy...your breath is keeeling me!
The Ren & Stimpy Show

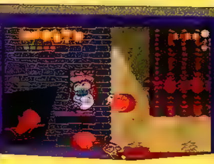


Up to 16 lip-smacking levels of twisted gameplay, man! Yes, sir. I like it!

Holy Lederhosen! Ren Hoëk & Stimpy are trapped in their own TV show...and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up—or worse!

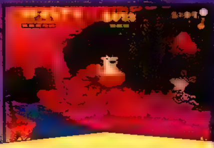
All you have to do is help your heroes survive four of their classic episodes—including an enchanted, yet *deesgusting* journey through Stimpy's digestive system.

So don't just watch Ren & Stimpy—play Ren & Stimpy. And don't forget your breath mints!



Load up on putrid power-ups like stinky socks, band-aids, Powdered Toast . . . even Log™.

VEEDIOTS!



Bizarre graphics and voice tracks make you feel like you're in the show. Oh, Joy!

T•HQ
SOFTWARE

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Adv Of Lolo 2	14	29
Adv Of Lolo 3	26	42
Adv T Sawyer	3	10
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Back Futr 2 3	4	8
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Bad News Bsbl	2	15
Bad St Brawler	1	5
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Baseball Pros	16	30
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Baseball Stars 2	18	40
Bases Loaded	1	6
Bases Loaded 2	1	8
Bases Loaded 3	8	18
Bases Loaded 4*	16	30
Basewars	8	16
Batman	3	8
Batman Returns	12	30
Batman Rtn Jkr	6	18
Battle Chess	8	18
Battle Olympus	2	7
Battle Tank	10	20
Battleship*	16	30
Battletoads	8	18
Batltds/Dbl Drg	16	30
Beauty Beast*	16	30
Bee 52	6	15
Beetlejuice	8	16
Best Of Best	14	30
Bible Advntrs	6	16
Bible Buffet	8	22
Big Bird Hd/Spk	12	25
Big Foot	3	12
Bignose Cvman	6	18
Bignose Freaks	12	24
Bill & Ted Adv	3	8
Bio Force Ape*	16	30
Bionic Cmndo	1	5
Black Bass	18	38
Blackjack	16	30
Blades Steel	8	15
Blaster Master	1	7
Blazebusters*	16	30
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Blues Brothers	10	22
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Bomberman	6	16
Bomberman 2	18	38
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Bump & Jump	3	10
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Cabal	2	8
Caesars Palace	14	38
Calif Games	3	8
Calif Raisins	16	30
Capt America	10	28
Capt Comic	1	6
Capt Planet	8	16
Capt Skyhawk	1	4
Carmen Sndgo	8	20
Cartoon Wrkshp	12	30
Casino Kid	8	25
Casino Kid 2	22	44
Castelian	2	16
Castle Deceipt	10	20
Castle Dragon	2	7
Castlequest	2	7
Castlevania	1	6
Castlevania 2	1	5
Castlevania 3	2	8
Cave Man Games	2	8
Chal Dragon	14	28
Champ Bowling	10	22
Chessmaster	16	30
Chiller	6	15
Chips Chall*	16	30
Chmp Pool*	16	30
Chubby Cherub	2	10
Circus Caper	2	8
City Connection	1	5
Clash At Dmnhd	1	5
Classic Cncnt	16	34
Cliffhanger*	16	30
Clu Clu Land	1	7
Cobra Command	1	5
Cobra Triangle	1	5
Code Nm Viper	1	5
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Conq Xtal Plce	3	8
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Contra Force	12	28
Cool World	16	30
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Crash Dummies	16	30
Crash/Boys-Ice	16	30
Crash/Boys Strt	8	26
Crazyland*	16	30
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Crystal Mines	14	30
Crystalis	4	12
Cyberball	6	25
Cybernoid	1	4
Dance Aerobcs	3	10
Darkman	2	10
Darkwing Duck	10	28
Dash Galaxy	1	5
Daydrm Davey*	12	24
Days Of Thndr	4	12
Deadly Towers	1	4
Death Race	3	18
Deathbots	4	15
Def Of Crown	1	7
Def Of Dyn City	2	28
Defender 2	3	10
Deja Vu	2	10
Demon Sword	1	5
Dennis/Menace*	16	30
Desert Command	4	15
Dest Earth Str	1	4
Destiny Of Emp	10	20
Dick Tracy	1	5
Die Hard	6	25
Dig Dug II	6	15
Digger T Rock	8	18
Dirty Harry	3	8
Disney Adv	4	15
Dizzy	8	25
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Donkey Kong Jr	3	12
Donkey Kong 3	4	10
Donkey Kng Cls	$4	$16
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Double Dare	4	15
Double Drag	2	6
Double Drag 2	3	7
Double Drag 3	4	12
Double Dribble	4	10
Double Strike	8	18
Dr Chaos	1	5
Dr Jekyll/Hyde	1	4
Dr Mario	8	20
Dracula*	16	30
Dragon Fighter	4	20
Dragon Power	2	6
Dragon Spirit	1	6
Dragon Warr	1	5
Dragon Warr 2	10	28
Dragon Warr 3	16	40
Dragon Warr 4	26	48
Dragons Lair	8	16
Dragonstrike	12	25
Dream Team	16	30
Duck Hunt	1	2
Duck Tales	4	10
Duck Tales 2*	16	30
Dudes W/Tudes	2	10
Dungeon Magic	3	8
Dusty Diamond	12	28
Dyno Warz	1	6
Elevator Action	1	6
Elim Boat Duel	12	25
Emp Strks Bck	12	28
Evrt/Lndl Ten	2	10
Excitebike	1	5
Exodus	8	20
F 1 Hero	16	30
F 117 Stealth Ftr	16	30
F 15 City Wars	8	18
F 15 Strke Eagle	12	28
Family Feud	14	32
Fantasy Zone	3	12
Faria	18	36
Faxanadu	2	6
Felix The Cat	12	32
Ferrari GP	8	20
Fester's Quest	1	5
Fighting Golf LT	4	16
Fghtng Smlator*	16	30
Final Fantasy	6	16
Fire Hawks	6	15
Fire House Rsc	16	35
Fire N Ice*	16	32
Fist Of N Star	2	8
Flash	16	30
Flight Intruder	10	20
Flintstones	10	28
Flintstones 2*	16	30
Flying Dragon	1	5
Flyng Warriors	4	15
Formula 1	12	25
Frankenstein	6	16
Freedom Force	1	7
Friday 13th	1	4
Fun House	4	12
Galactic Crsdr	10	22
Galaga	18	38
Galaxy 5000	6	16
Gargyls Qst 2	4	22
Gauntlet	1	5
Gauntlet 2	1	7
Gemfire	12	25
Genghis Khan	14	28
George Frmn	4	25
Ghost Bstrs	1	6
Ghost Bstrs 2	2	7
Ghost Lion	10	22
Ghosts & Gblns	1	5
Ghoul School	2	18
GI Joe	6	18
GI Joe Atl	8	18
Gilligans Isle	6	16
Goal	1	5
Goal 2	14	32
Godzilla	3	10
Godzilla 2	10	30
Gld Mdl Chl '92	4	24
Golf	1	5
Golf Grandslam	22	38
Golf Pebble Bch	2	12
Golf Power	16	30
Golgo 13	1	4
Goonies 2	1	4
Gotcha	1	5
Gradius	1	5
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Gremlins 2	3	8
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Gum Shoe	1	5
Gun Nac	3	20
Gunsmoke	1	8
Gyruss	1	8
Hammrn Harry*	16	30
Harlm Glbtrtrs	4	12
Hatris	20	38
Heavy Barrel	1	6
Heavy Shreddin	1	5
Heros Of Lance	2	10
High Speed	14	30
Hillsfar	16	34
Hit The Ice*	16	30
Hogans Alley	1	7
Hollywood Sqrs	3	12
Home Alone	10	20
Home Alone 2	4	20
Hook	10	22
Hoops	1	6
Hudson Hawk	1	12
Hunt Red Oct	4	10
Hydlide	1	4
I Can Rmber	10	22
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Ice Hockey	1	5
Ikari War	1	4
Ikari War 2	1	4
Ikari War 3	1	8
Image Fight	1	5
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Imp Mission 2	2	12
Ind Jns Doom	1	5
Ind Jns Lst Cr	8	18
Indy Heat	14	30
Infiltrator	1	5
Iron Sword	1	4
Iron Tank	1	5
Isolated Warr	3	12
Jack & Bnstk*	16	30
Jack Nkls Golf	4	16
Jackal	1	5
Jackie Chan KF	3	12
James Bond Jr	8	30
Jaws	1	7
Jeopardy	3	15
Jeopardy Jr	8	18
Jeopardy 25th	8	18
Jet Bike Sim*	16	30
Jetsons*	18	35
Jimmy Connors*	16	30
Joe & Mac	8	28
John E Qback	1	5
J Madden 93*	16	30
Jordan vs Bird	1	7
Joshua	16	30
Journey Silius	1	7
Joust	3	8
Jurassic Park	16	30
Karate Champ	1	5
Karate Kid	1	5
Karnov	1	4
Kickle Cubicle	12	22
Kickmaster	6	16
Kid Icarus	3	10
Kid Klown*	18	34
Kid Kool	3	10
Kid Niki	1	5
King Neptune	14	28
King Of Kings	12	22
Kings Knight	2	6
Kings Of Beach	1	5
Kings Qst 5	14	30
Kirby's Adv	16	40
Kiwi Kraze	6	16
Klash Ball	1	15
Klax	14	30
Knight Rider	2	8
Krazy Kreatures	10	20
Krion Conquest	6	14
Krustys FH	6	25
Kung Fu	1	3
Kung Fu 2	16	30
Kung Fu Heroes	1	5
L'empereur	22	40
Laser Invasion	1	7
Lst Actn Hero*	16	30
Last Ninja	2	12
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Legend Of Kage	$1	$5
Legendary Wngs	1	5
Legends Dmnd	10	22
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Lethal Wpn 3	16	30
Life Force	1	6
Linus Spchead	12	30
Litl Lg Bsbl	3	10
Litl Mermaid	12	25
Litl Ninja Bros	12	22
Litl Nmo Dr Mstr	4	15
Litl Samson	14	30
Lode Runner	2	7
Lone Ranger	6	16
Loopz	10	22
Lost In Vegas	16	30
Low G Man	1	7
Lunar Pool	8	16
Mach Rider	1	4
Mad Max	1	5
Mafat Cnsprcy	1	5
Mag Jhnsn Bskb	1	6
Mag Sherezade	2	7
Magic Darts	12	24
Magician	6	18
Magmax	1	3
Major Lg Bsbl	1	3
Maniac Mansion	4	15
Mappyland	4	15
Marble Madns	2	8
Mario Brothers	4	8
Mario Is Missing	18	38
Marios Time M*	16	30
Marvels X-Men	10	22
Master Chu	4	12
Matchbx Racers	16	30
Mc Kids	12	26
Mech Attack	2	8
Mega Man 1	6	16
Mega Man 2	4	12
Mega Man 3	3	15
Mega Man 4	8	22
Mega Man 5	16	36
Mega Man 6*	16	30
Menace Beach	10	28
Mendel Palace	2	8
Mermaid Atlntis	22	39
Metal Fighter	8	20
Metal Gear	1	2
Metal Man*	16	30
Metal Mech	3	10
Metal Storm	4	12
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Mickey's Safari	18	35
M Adv Nbrlnd*	16	30
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Mig 29	2	16
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Mighty Bmb Jck	1	7
Mghty Final Fgt*	14	30
Millipede	14	30
Milons Sec Castle	1	7
Mini Putt*	16	30
Mission Cobra	10	22
Mission Imp	1	4
Monopoly	18	40
Monst Trk Rly	12	28
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Moon Crystal	16	30
Moon Ranger	8	30
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Mr Gimmick*	16	30
Ms Pacman	28	60
MULE	2	15
Muppet Adv	6	15
Muscle	1	4
Mutant Virus	2	16
Mystery Quest	1	6
NARC	1	8
Nascar Chall	8	22
Natl Ftbl Lg	2	8
NES Open	12	32
Nghtmr Elm St	4	10
Nightshade	1	16
Ninja Crsdrs	3	12
Ninja Gaiden	1	5
Ninja Gaiden 2	1	7
Ninja Gaiden 3	10	19
Ninja Kid	1	5
Noahs Ark	16	30
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Nobun Ambtn 2	$22	$45
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P Radicus	8	18
Pac Man	12	26
Pacmania	24	42
Palamedes	10	20
Panic Restaurant	12	28
Paperboy	4	12
Paperboy 2	10	26
Perfect Fit	4	16
Pesterminator	3	12
Petr Pan Pirts	4	12
Phantm Fighter	1	7
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Pinball	4	12
Pinball Quest	8	19
Pinbot	8	16
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Pirates	14	28
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Popeye	2	8
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Powerblade 2	16	30
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Pro Am Racing	2	7
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Pro Sprt Hcky*	16	30
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Punch Out MT	1	7
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Puss & Boots	6	16
Puzzle	6	20
Puzznic	18	39
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Pyramids Of Ra	16	30
Q Bert	6	15
Qix	24	40
Quant Fighter	1	7
Quattro Adv	12	24
Quattro Arcd	14	30
Quattro Sports	12	22
Race America	10	30
Racket Attack	1	4
Rad Gravity	1	6
Rad Racer	1	7
Rad Racer 2	2	12
Rad Racket	14	30
Raid 2020	1	8
Raid Bnglg Bay	1	4
Rainbow Island	18	34
Rally Bike	4	15
Rambo	1	3
Rampage	2	8
Rampart	10	25
RBI Baseball	2	7
RBI Bsbl 2	8	18
RBI Bsbl 3	16	35
Remote Control	1	5
Ren & Stimpy*	16	30
Renegade	1	4
Rescue Emb Mis	1	5
Rescue Rangers	6	15
Rscue Rangrs 2*	16	30
Ring King	3	8
Rivr City Rnsm	2	7
Road Blasters	3	10
Road Runner	6	18
Robin Hood	4	15
Robo Cop	2	7
Robo Cop 2	4	15
Robo Cop 3	6	25
Robo Cop/Trm*	16	30
Robo Demons	8	16
Robo Warriors	1	5
Rock N Ball	1	7
Rocket Ranger	1	5
Rocketeer	2	8
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Rocky/Blwnkle	12	30
Rger Clmns Bsbl	6	18
Roger Rabbit	2	8
Roller Ball	12	25
Roller Games	$2	$7
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Rolling Thunder	1	6
Romnc 3 Kngds	4	18
Rmnc 3 Kngds 2	14	35
Roundball	2	18
Rush N Attack	1	4
Rygar	1	4
Scat	1	19
Secret Scout	12	28
Secret Storm	6	22
Section Z	1	3
Seicross	1	4
Sesame St 123	8	16
Sesame St ABC	8	16
Ses. St ABC 123	18	36
Sesame St Ctdn	12	32
Shadow Ninja	3	10
Shadowgate	3	8
Shatterhand	1	10
Shingen Ruler	4	14
Shinobi	1	10
Shock Wave	4	14
Shooting Range	3	15
Short Order	3	15
Side Pocket	16	35
Silent Assault	6	18
Silent Service	1	5
Silk Worm	3	12
Silver Surfer	4	10
SimpsonsB vs SM	3	10
SmpsnsB vs Wrld	4	12
SmpsnsB vs RM	8	25
Skate Or Die 1	1	3
Skate Or Die 2	1	7
Ski Or Die	4	18
Skull & Crsbns	2	8
Sky Kid	2	7
Sky Shark	1	5
Slalom	1	4
Smash TV	2	8
Snake Rattle	2	10
Snakes Revenge	1	5
Snoopy Sports	4	16
Snow Brothers	20	40
Snow White	17	39
Snow Wht Hap*	16	30
Soccer	1	5
Solar Jetman	1	5
Solitaire	16	30
Solomans Key	2	8
Solstice	1	5
Space Marine*	16	30
Space Shuttle	8	20
Spelunker	1	5
Spiderman-Sin 6	8	25
Spirit Warfare	12	25
Spot The Game	4	18
Spy Hunter	1	4
Spy vs Spy	1	6
Sqoon	1	8
Squashed*	16	30
Stadium Events	14	30
Stakk'm	16	30
Stanley	8	25
Star Force	2	7
Star Ship Hctr	1	5
Star Soldier	1	5
Star Trek	12	28
Str Trk Nxt Gn*	16	30
Star Tropics	4	10
Star Voyager	1	4
Star Wars	10	20
Stealth	1	7
Stinger	1	4
Street Cops	4	15
Street Fighter	3	8
Strider	1	5
Stunt Kids	16	32
Spr Slam Dunk*	16	30
Superman	4	10
Supr Cars	3	16
Supr Contra	2	7
Supr Dodge Ball	3	10
Supr Glove Ball	1	3
Supr Jeopardy	10	22
Supr Mario	1	2
Supr Mario 2	6	15
Supr Mario 3	10	20
Supr Mr/Dk Ht	1	2
Supr Mr/Dk/Trk	1	2
Supr Off Road	2	15
Supr Pitfall	2	7
Supr Spk Vlybl	1	8
Spr Spk/WC Soc	$1	$12
Supr Sprint	3	10
Supr Spy Hntr	10	22
Supr Tm Games	2	8
Swampthing	10	30
Swordmaster	10	25
Swords & Serps	2	8
Taboo 6th Sense	3	8
Tag Tm Wrest	1	3
Tagin Dragon	10	19
Talespin	10	20
Target Rengade	1	4
Tsk Frc Harrier*	16	30
Tecmo Baseball	3	8
Tecmo Bowl	6	15
Tecmo Bowl 2	24	40
Tecmo Cup Sccr	14	30
Tecmoo NBA	20	40
Tecmo Wrld Wrst	2	8
TMNT	3	6
TMNT 2	6	15
TMNT 3	16	30
TMNT-Tr Fgtrs*	16	30
Tennis	1	6
Terminator	10	28
Terminator 2	4	15
Terra Cresta	2	8
Tetris	12	22
Tetris 2	22	39
Thomas the Tank	16	30
Three Stooges	4	12
Thunderbirds	2	8
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Thundr & Litng	14	30
Tiger Heli	1	5
Tiles Of Fate	12	22
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Times Of Lore	8	25
Tiny Toon	16	38
Tiny Toons 2	18	38
To The Earth	1	4
Toki	14	26
Tom & Jerry	14	30
Tombs & Trsrs	6	18
Toobin	8	20
Top Gun	1	4
Top Gun 2	2	8
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Xexyz	1	4
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Clue	22	40
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Cool Spot*	24	45
Cool World	22	40
Crack Down	6	22
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Crue Ball	20	40
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Cyberball	3	10
Cyborg Just	14	35
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Flicky	10	26
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Golden Axe 2	12	26
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Grt Waldo Srch	14	32
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Growl	12	26
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Gunstar Heroes	22	40
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Hardball 3	22	40
Haunting*	18	39
Heavy Nova	4	16
Hellfire	6	16
Herzog Zwie	18	36
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Ishido	3	10
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James Pond 2	8	18
James Pnd 3 Aq	10	28
Jennifr Cap Tns	10	35
Jeopardy	26	45
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Jewel Master	4	15
Joe Mntna	4	15
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Joe Mntna 3	14	28
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Quad Challenge	12	28
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Rampart	20	40
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Rastan Saga 2	6	16
RBI Bsbl 3	8	20
RBI Bsbl 4	12	35
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Revenge Shnobi	6	15
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Road Blasters	12	26
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Road Rash 2	20	45
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Robocop vs Trm	26	45
Rckt Knght Adv*	16	38
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Slime World	12	30
Soccer	4	12
Sol-Deace	8	25
Sonic Hdghog	8	15
Sonic Hdghog 2	18	35
Sonic Spinball	26	45
Sorcers Kngdm	20	38
Space Harrier 2	4	15
Space Invaders	26	48
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Speedway Chl*	22	40
Spiderman	8	22
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Splatterhouse 3*	22	40
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Strider 2	22	40
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Sword Vermlion	8	20
Syd Valis	8	30
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Talespin	10	28
Target Earth	4	15
Task Force Harr	10	25
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Thunder Fox	6	20
Thunder Frce 2	4	12
Thunder Frce 3	4	15
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Tiny Toons	20	42
TMNT Hyprstn	16	38
TMNT Trn Ftrs*	26	45
Toe Jam & Earl	12	30
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Warrs Etrnl Sun	22	42
Warsong	18	36
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Wtr Olym Gm*	26	45
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World Cup Sccr	20	40
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Wrld Trphy Sccr	10	30
Wrath Of Gods*	22	40
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Aladdin	30	50
Alfred Chicken*	26	48
Alien 3	22	45
Aliens Predator	24	42
Amazing Tennis	14	40
Amer Gladiators	12	35
A Agassi Ten*	26	48
Arcana	22	40
Arcus Osyssey*	26	48
Ardy Lightfoot*	26	48
Art of Fighting*	26	48
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Axelay	12	30
B O B	22	40
Barbie Spr Mdl*	26	48
Batman Returns	24	42
Battle Blaze*	26	44
Battle Cars*	26	44
Battle Grnd Prx	20	40
Battleclash	8	22
Battleclash 2*	26	48
Bazooka Blitzkrg	20	40
Beastball*	26	48
Beethoven*	26	48
Best Of Best	10	30
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Bizyland	26	48
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Blues Brothers	20	40
Brainies	26	44
Brawl Brothers	16	40
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Btltds Dbl Drg*	26	48
Bubsy	28	45
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Champ Pool*	26	48
Chessmaster	22	40
Chester Cheetah	18	38
Chuck Rock	12	35
Clayfighter*	26	48
Claymates*	26	38
Cliffhanger*	26	48
Clue	22	40
Combatribes	14	34
Congos Caper	26	48
Contra 3	18	38
Cool Spot	28	48
Cool World	12	16
Crash Dummies	26	44
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Cyber Spin	16	40
Cybernator	18	38
D Force	6	18
Daffy Duck	26	48
Darius Twins	10	20
Dashin Dsprds*	26	48
Death Vlley Rly	10	34
Dennis/Menace*	26	48
Desert Strike	24	42
Diamond Chl*	26	48
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Dino City	16	38
Dmsday Warrior	20	38
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Dracula*	26	48
Dragons Lair	14	30
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Dream TV*	26	45
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EEK the Cat*	26	48
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Goof Troop*	20	40
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Grt Waldo Srch	22	40
Guerilla War	24	44
Gunforce	14	38
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Hockey*	26	48
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Home Alone	8	22
Home Alone 2	14	31
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Humans	24	45
Hunt Red Oct	16	34
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James Bond Jr	12	38
Jeopardy	22	40
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Joe & Mac	12	32
John Madn 92	6	20
John Madn 93	18	38
John Madn 94	26	50
Journey Home*	26	48
Jurassic Park	24	45
Kablooey	14	36
Kaboom*	26	48
Kawasaki Chall	22	42
Kenes Rnge*	26	48
Kng Arthrs Wrld	22	40
King/Monsters	10	35
Krustys FH	10	22
Lagoon	12	28
Lmbrghni Chl*	26	48
Lst Actn Hero*	26	48
Lawnmwer Mn*	26	48
Legend*	26	48
Legends /Ring	26	44
Lemmings	16	38
Lenus*	26	48
Lester Unlikely	26	48
Lethal Enfrcrs*	26	48
Lethal Wpn 3	11	30
Lord of Rings*	26	48
Lost Dim in 3D*	26	48
Lost Vikings	24	42
Lufia Frtrs Dm*	26	48
Magic Boy*	26	48
Magic Sword	12	32
Magical Quest	20	40
Mario/Wario*	26	48
Mario Is Missing	22	40
Mario Kart	26	45
Mario Paint Gm	14	28
Marios Time M*	26	48
Mecarobot Golf	26	48
Mech Warrior	24	45
Mega Man X	26	45
Metal Jacket*	26	44
Metal Marines*	26	48
Metal Masters*	26	44
Mckys Ult Chl*	26	48
Micro Machines*	26	48
Might/Magic 2*	26	44
Might/Magic 3*	26	44
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Mortal Kombat	24	50
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Muhammad Ali*	26	48
Musya	16	38
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NBA Jam*	26	48
NBA Showdown	26	48
NCAA Bsktbl	8	28
NFL Football*	26	48
NFL QB Club*	26	48
NHLPA 93	12	35
NHL Hockey 94	28	50
NHL Stnly Cup	26	48
Ngel Mnsll Rcng	14	32
Nobunaga Amb*	26	48
Noln Ryn Bsbl	12	30
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Obitus*	26	48
On The Ball	20	42
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Pro Sprt Hcky*	26	48
PTO*	26	44
Pugsleys Scv Hnt	22	40
Push Over	20	40
Putty*	26	44
Q Bert	20	38
Race Drivin	12	30
Radio Flyer	24	42
Raiden Trad	10	28
RRoad Tycoon*	26	48
Rampart	22	40
Ranma 1/2*	26	48
Rap Quest*	26	44
Redline Racer	26	44
Ren & Stimpy*	26	44
Rdck Bowe Bx*	26	48
Rival Turf	10	30
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Road Riot 4WD	12	30
Robo Cop 3	12	28
Robosaurus	26	44
Rck N Rl Rcng	26	44
Rocketeer	4	20
Rcky/Bulwnkle	24	42
Rck Mntn Sprts*	26	48
Rocky Rodent*	22	42
Rger Clmns Bsbl	14	38
Rmnc 3 Kdm 3*	26	48
Rmnc 3 Knds 2	28	50
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Silva Saga	26	44
Sim Ant	26	48
Sim City	22	40
Sim Earth	22	42
SimpsonsB Ntmr	12	30
Skins Game	22	40
Skuljager	12	32
Skyblazer*	26	48
Smart Ball	10	36
Socks-Cat R H*	26	48
Soldiers Frtne*	26	48
Solo Flight*	26	48
Soulblazer	26	45
Space Ftbl	10	35
Space Mgfrc	12	32
Spanky's Quest	10	32
Spcl Tee Shot	26	44
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Striker*	26	48
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Spr Aqutic Gms*	26	48
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Supr Basbl Sim	10	30
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Spr Bases Ldd	10	32
Supr Batter Up	24	42
Supr Battleship*	26	48
Supr Battletoad	18	40
Supr Btltnk	10	30
Spr Black Bass*	30	50
Spr Bomberman	26	44
Supr Bowling	22	42
Supr Buster Bro	24	44
Supr Caesar's	24	45
Supr Conflict	24	42
Spr Dodge Ball*	24	45
Spr Dble Drag	12	38
Spr Emp Strk Bk	26	48
Supr Ghouls	8	20
Spr High Impact	22	40

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Spr Off Rd Baja	20	38
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Supr R Type	8	16
Supr Scp(6in1)	4	12
Supr Slam Dunk	18	41
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Top Gear 2*	26	48
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Toys	16	40
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Tuff E Nuff*	24	45
Turn & Burn*	26	48
Ult Fighter	24	44
Ultma-Fls Prpht	24	45
Ultrabots	24	45
Ultraman	4	16
U N Squadron	8	22
Uncharted Wtrs	30	50
Undrcvr Cops*	26	48
Universal Sold	24	44
Untouchables	24	44
Utopia*	24	44
Vegas Stakes	28	48
Wailalae C C	18	36
Warpspeed	18	45
Warrior Rm 3*	26	48
Waynes World	14	35
WCW Spr Brwl*	26	48
We're Back*	26	48
Wheel Fortune	22	40
Whirlo	24	44
Wicked 18 Golf*	24	44
Wing Cmndr	11	28
Wings 2 Aces	16	36
Wizard of Oz*	26	48
Wntr Oly Gm*	26	48
Wolf Child*	20	44
Wordtris	22	40
Wrld Chp Wrl*	26	48
Wrld Cup Sccr*	26	48
World Heroes	26	48
World Heroes*	26	48
World Lg Sccr	10	25
Wrestlemania	8	22
WWF Ryl Rmbl	30	50
X-Zone	8	30
Xardion	8	30
Y's 3	8	18
Yoshis Cookie	20	40
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Young Merlin*	26	48
Zelda 3	18	35
Zombies/Nghbr*	24	42

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Supr Scope	14	28

***These games may not yet be out by the manufacturer.**

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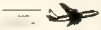

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LIFESTYLES

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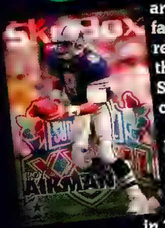
Will the Cowboys Take Two?



Although they haven't trampled opponents quite like last year, the Dallas Cowboys are still favored to repeat as the NFL's Super Bowl champions.

With the best young quarterback in the league in Troy Aikman, one of the best running backs in Emmit Smith, and perhaps the best receiver in Michael Irvin, America's Team appears destined for a visit to the Georgia Dome in late January (where the next Super Bowl will be played.)

If EA Sports' Madden '94 football game is any indication of what the real teams and outcome will be, the Cowboys will thrash the Kansas City Chiefs by a score of 38-17.

Warner Bros. + Fifth Network = More Cartoons for Everybody

It's still only in the negotiation stage, but rumors are running fast and furious that Warner Bros. may team up with the Tribune Co. in an attempt to bring a fifth network to the television airwaves.

What all this means for EGM readers is that if the network does come to fruition, expect Warner Bros. to crank up their hallowed Animation division in an effort to fill afternoon time slots on the network.

Basking in the critical acclaim and enthusiastic fan support for its *Batman: The Animated Series*, expect Warner Bros. and DC Comics to explore other DC characters for possible exploitation in their own animated series.

Strange but True

Ridin' the Fire Storm Out

• While Southern California was engulfed in flames in October, *Cliffhanger* director Renny Harlin was in a helicopter gathering video footage of the disaster. Although his publicist denied he was gathering "cheap" special effects, we can't imagine why Harlin would want home movies.

Being a Star Ain't What it Used to Be

• Overzealous admirers tipped over a table where 11-year-old Jodie Sweetin, who plays Stephanie in the TV series "Full House," was meeting fans. Sweetin was banged up a little, but reportedly is OK.

Watch Your Way to High Scores

Are you tired of having sand kicked in your face by the bully at the arcade?

Well, this product from Golian Castro Productions may not guarantee the same astonishing results as the fabled Charles Atlas bodybuilding program, but it will definitely help you improve your score on all versions of Street Fighter 2.

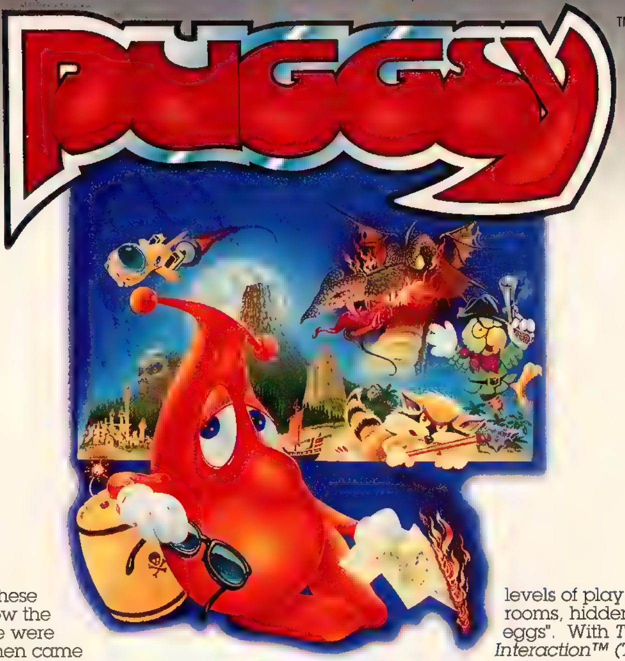
The 45 minute video takes you behind the scenes with world class Street Fighter players. Learn intermediate, advanced and super advanced tips from both Capcom insiders and street-wise game players.

In this tape, you'll see moves, strategies and combinations in slow motion–even the complex combinations that make you think you need the dexterity of a magician to execute!

The tape is the only official Street Fighter II Turbo and Special Champion Edition strategy video licensed by Capcom USA.

CAPCOM
STREET FIGHTER II
Mastering Great Combinations & Strategies
Turbo-Charge Your Skill!

FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

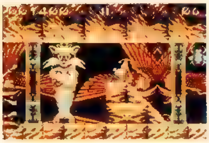
Puggsy takes you through 50 plus levels of play, filled with secret rooms, hidden levels and "Easter eggs". With *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.

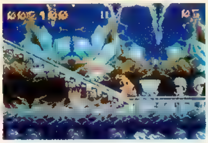
If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

OFFICIAL SEGA SEAL OF QUALITY

GENESIS

SEGA CD
WELCOME TO THE NEXT LEVEL





PSYGNOSIS

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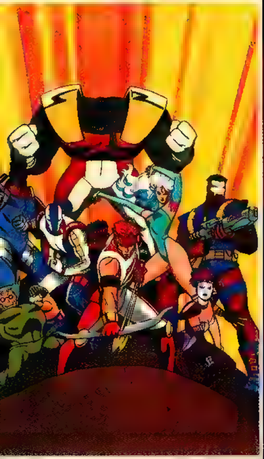
Youngblood Animated Series In the Works for Late '94

Fans were wondering who among the Image creators would be the first to bring their characters to life in animation.

The answer appears to be Rob Liefeld, who, in conjunction with newly formed animation company Roustabout Productions, is readying his *Youngblood* characters for an animated series.



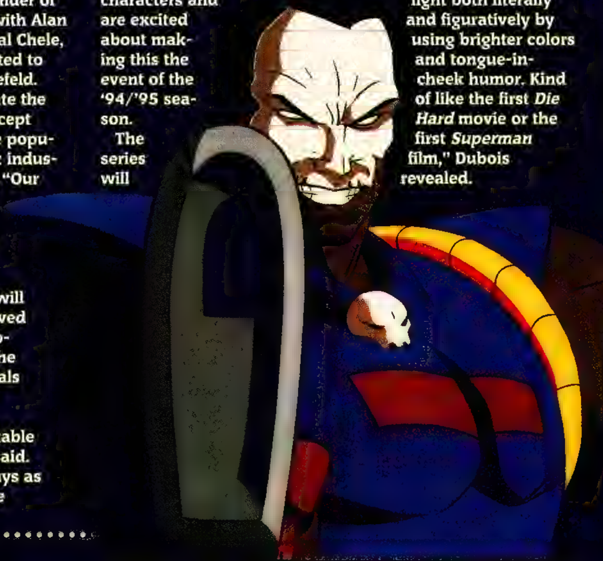
Nick Dubois, creative director and co-founder of Roustabout along with Alan Zegler and Victor Dal Chele, said his team is elated to be working with Liefeld. "We'd like to emulate the creator-owned concept that Rob and Image popularized in the comic industry," Dubois stated, "Our animation projects will not be influenced by non-creative management."

Although Liefeld will be personally involved throughout development of the series, he appreciates the ideals that Roustabout is striving for.

"This is a comfortable fit for me," Liefeld said. "I relate to these guys as artists. What they're doing in animation is exactly what we did at Image in breaking from the corporate structure. They're very familiar with the Youngblood characters and are excited about making this the event of the '94/'95 season.

The series will somewhat resemble the stylistic *Batman: The Animated Series*, but will not be as dark and dreary.

"We want to make the Youngblood series light both literally and figuratively by using brighter colors and tongue-in-cheek humor. Kind of like the first *Die Hard* movie or the first *Superman* film," Dubois revealed.



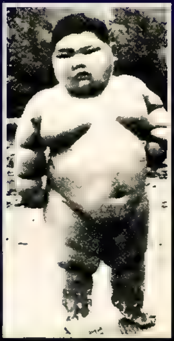
For Spam Lovers Everywhere

When we first received this book, we immediately earmarked it for the "It just ain't right" award for the month based on its title alone: *I'm A Spam Fan*. But after Andy continuously extolled the virtues of the canned luncheon meat, we took a look inside and were somewhat surprised.

HOSTESS TWINKIES
Pepsi-Cola
TV
Coca-Cola
I'M A SPAM FAN
Cheerios
HYDROX

The book actually contains some interesting insights into America's favorite foods such as the origin of Oreos, Twinkies and Dr. Pepper. Although it had enough substance to preclude itself from our infamous honor, we had to place it next to the award just because it uses Spam in the title.

It just ain't right...



Ladies and gentlemen, it is our great pleasure to present to you...the Pillsbury Doughboy...no, wait...the Michelin Man?...well, would you believe the world's heaviest kid?

Once you get your hands on the Conqueror you'll always have a smart gameplaying companion. Because this arcade-style controller has a programmable "brain" that remembers your favorite moves. With the Conqueror you can program in your best action sequences and replay them again and again—to really rack up the scores *big time.*

The Conqueror is the newest member of the QuickShot team which includes a full line of high-quality thumb-control pads, joysticks, and arcade-style controllers.

You'll find QuickShot wherever your favorite videogame products are sold. And in the hands of value-wise gamers like you.

So check out all the Conqueror's special features below. Then, check it out for yourself soon.

QuickShot Technology, Inc, A Member of Tomei Group,
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QuickShot®

It's how you play the game.

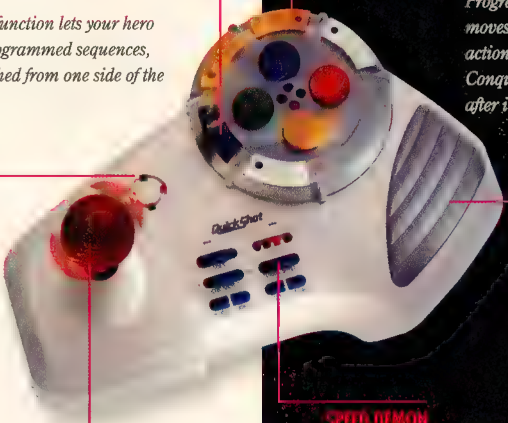
STICK WITH THE PROGRAM.

ABOUT FACE.

Conqueror's reverse function lets your hero perform the same programmed sequences, even when he's switched from one side of the screen to the other.

PLAY IT AGAIN.

Program in and play back your winning moves. You can combine up to eight action steps in each sequence. And the Conqueror will save your program even after it's been unplugged or turned off.



LIGHT SHOW.

Bright LED buttons indicate your speed, direction, and other gameplay selections.

AN EXTRA DEGREE OF COMFORT.

The rotating control pads swivels 270 degrees to your own best angle; the ribbed wrist-rest supports you in style.

MORE JOY.

You've gotta feel it to believe it! This smoothly rotating, 360-degree joystick will take you every which way but "lose."

SPEED DEMON.

Your options range from slow motion to turbo speed to independent autofire to keep all your needs covered.

FOR SEGA GENESIS:
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QS185

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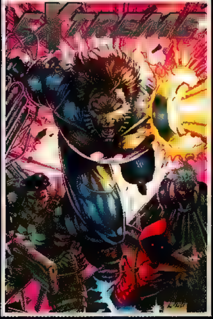
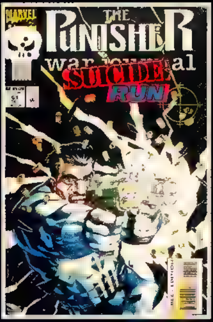
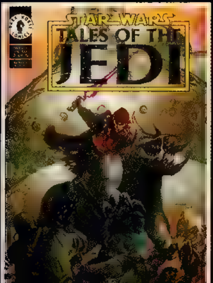
BATMAN
THE COLLECTED ADVENTURES







CARDS ILLUSTRATED Ready for Blastoff

CARDS
ILLUSTRATED

HERO's new offshoot magazine, *CARDS ILLUSTRATED*, debuts this month amidst considerable fanfare from the non-sports card market.

CARDS ILLUSTRATED takes a look at the burgeoning market–which has grown from an estimated $75 million in annual revenues just four years ago to some $300 million today.

"Ten years ago, there were maybe 25 to 30 non-sports card releases in a single year," says CARDS Editor Don Butler. "In 1993, we'll see almost 200 new releases."

"Much of the growth is coming from the comic-card market," he said. "About a year and a half ago, card manufacturers realized that a healthy portion of their sales were coming from comics specialty shops, so they began making sets geared toward those comics buyers."

The result, he says, is an influx of 20-40 comic-card products a year.

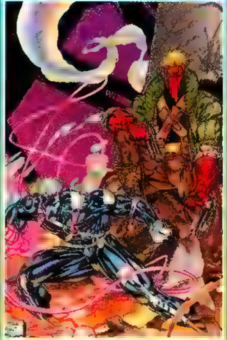
The entire "entertainment card" market is also going through some big changes, as major companies such as Topps and SkyBox–which two years ago had geared most of their new product releases toward sports cards–now plan anywhere from 15 to 22 non-sports card lines for 1994, including such items as Batman card lines, a reprint of the classic Mars Attacks! set, and several movie-related sets (Topps will release a set on *The Shadow*, a $40 million movie starring Alec Baldwin, this spring).

More product and diversified product has so far meant increased sales and more interest, but Butler warns that many companies are raising the price of a pack of cards to $1.49 or more, and many buyers used to getting eight cards for under a buck are walking away from the new higher-priced cards.

"One thing we've heard time and time again is that card collectors don't necessarily want a better-quality card in terms of production," Butler warns. "They don't want the high-quality stock and UV coating if it means they have to pay an additional 50 cents or more per pack.

"Collectors are more than happy with a series of cards that won't force them into bankruptcy when they buy packs to put together a set," Butler concluded.

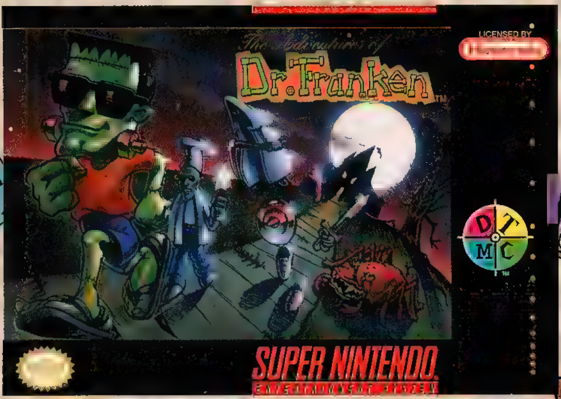
This month in HERO ILLUSTRATED



Turn to HERO #7 for the latest and greatest news from the comics industry. In this issue, HERO provides a unique and fascinating behind the scenes look at one of comics' hottest studios—Rob Liefeld's Extreme Studios! You'll also find an in-depth interview with comics stalwarts Gene Colan and Alan Moore.

If that's not enough, how about an exciting contest with the first prize being an original production cel of the upcoming *Batman: The Animated Series* movie, *Mask of the Phantasm*. All this and more, only in HERO!

PARTS IS PARTS



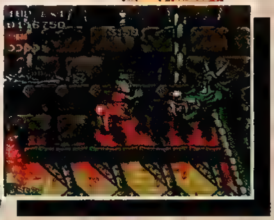
FEATURES

- 8 MEG
- 20 HUGE LEVELS
- 1 OR 2 PLAYER
- DECEMBER 1993

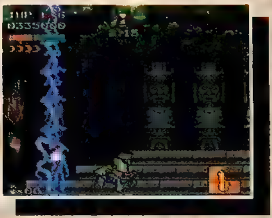
FRANKY AND BITSY ARE TAKING A VACATION FROM THEIR TRANSYLVANIA CASTLE. BUT BITSY FORGOT TO GET A PASSPORT! OUR SPARE PARTS HERO CAME UP WITH A PLAN, THOUGH. HE DISMANTLED BITSY, PACKAGED UP HER PARTS, AND MAILED THEM TO THEIR VACATION DESTINATION - NEW YORK CITY.

THE COMBINATION OF FRANKY'S LACK OF BRAIN CELLS AND THE INCOMPETENCE OF THE TRANSYLVANIAN POSTAL SERVICE HAS SCATTERED BITSY ACROSS THE GLOBE.

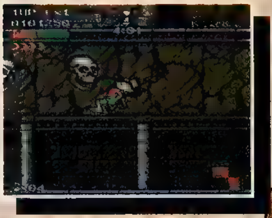
FRANKY MUST NOW EMBARK ON A GLOBAL JOURNEY TO RETRIEVE THE MISSING PARCELS AND RESTORE BITSY TO HIS SIDE.



Franky thought only knights were supposed to fight dragons!



Move too slow and you'll be shocked at what you see!



Don't get excited! They're only flying skulls.

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Double Dragon Will Roar in '94

DOUBLE DRAGON

Double Dragon: The Movie, produced by Imperial Entertainment and based on the popular video game, is less than 12 months from release. Pictured here are most of the major characters from the movie as well as some exciting behind the scenes pics.

You may have heard the rumors but the truth is that *Double Dragon: the Movie* is alive, kicking, and already into post production. The film should hit theaters in the second half of 1994.

Double Dragon: the Movie is set in a megaopolis of the future built on the remnants of old Los Angeles and San Diego after their demolition in an earthquake.

With half the city submerged and the other half mired in anarchy, street gangs rule the city by night. If that wasn't bad enough, the power-hungry villain Koga Shuko (Robert Patrick) is intent on seizing power. The Double Dragon medallion holds the key to his success by giving him magical powers to use for his own dastardly ends.

After his loyal assistant, Lash (Kristina Malandro), botches the job of retrieving the medallion from a Tibetan monastery by returning with only half of the sacred relic, Shuko vows to find the other piece.

The other half of the medallion is around the neck of Sartori (Julia Nickson), the guardian of the Lee boys. Skilled fighters, the boys' combat styles are as different as their natures: Billy is hot tempered and fights with reckless abandon, while Jimmy is cool and fights with precision.

Delayed at a fighting match, the boys are late returning home and fall victim to the gangs who take over the night. Salvation comes in the shape of the Power Corp, an elite good-guy gang led by Marian Delario (Alyssa Milano).

As critical as the brothers' relationship is to the movie, first-time director Jim Yukich was concerned with emphasizing the humor of the story. "Our characters are like normal kids–three kids on an adventure, so we didn't want to make something that kids would almost be too afraid to see. When we first met about the project, " Yukich said, "I told Ash Shah and Alan Shechter (co producers of *Double Dragon*) I'd like to make it in a funnier, light-hearted vein."

Double Dragon also features an epic boat chase sequence down the fictitious Hollywood River. Shot on the Coyahoga River in Ohio, Shechter tells of the challenge in portraying a submerged Hollywood Boulevard in Cleveland. "Iconic symbols were used everywhere along the river, including a half-size mock-up of the Hollywood sign. When the water sprays across it during an action sequence, it resonates like the shot of the fallen Statue of Liberty in the Planet of the Apes."

When pyrotechnic experts Joseph and Paul Lombardy, whose credits include *Apocalypse Now*, set off the movie's biggest explosion on the river, residents of the city panicked, despite warnings the night before on several news channels. The 700 gallons of gas, combined with 200 gallons of alcohol, ignited on the river led to emergency service reports of 210 panicked calls in 10 minutes. Securing permission to use the water involved numerous state and federal agencies, "said Shechter. "It was a tremendous logistical undertaking."

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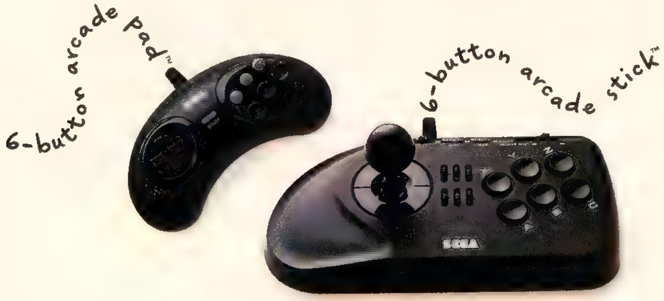

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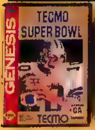
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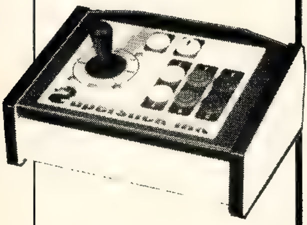

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Wilmark Baez, Miami, FL

2ND PRIZE
Edward Dela Pena, San Fransisco, CA
David Stead, Tucson, AZ
David Sanchez, Haywood, CA
Omeed Mohannadnia, Pacific Palisades, CA
Donna Alston, Richmond, VA
Hal Forsstrom, Peabody, MA
Phillip Swanner, Paris, TN

3RD PRIZE
David Conrad, Round Rock, TX
Johnathan Costa, San Juan, PR
Tan Do, Wichita, KS
Douglas Cloutier, Windsor, Ont., CAN
Cesar Vieyra, Houston, TX
Jon Ophoff, Ann Arbor, MI
Jason Makurof, Almont, MI
Rich Cange, Pittsburgh, PA
Rich DeLoof, Bethel Park, PA
Taylor Downs, Sonoma, CA
Steve White, San Marcos, CA
Arun Nalkara, Elmhurst, IL
Dung Dinh, San Antonio, TX
Eric Preston, Austin, TX
J Kevin Rim, Pittsburgh, PA
DeVaughn Chapman, Pittsburgh, PA
Eric Turner, Baltimore, MD
Darin Sprecher, Big Bear City, CA
David Whitman, Jr , Palm Beach Garden, FL
Joel Moviah, State College, PA
Gary Morgan, Taft, CA
John Carlson, Tulare, CA
Marcus Lopes, Richmond, VA
Donald Wilson, Houston, TX
Michael Behar, Marlton, NJ

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(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and f[illegible]ng aerobatics that s[illegible]n t[illegible] audience. Som[illegible] eve[illegible]lite[illegible] Aero the Acr[illegible] high-flying, death[illegible] who combines sup[illegible] artistry with excitement and danger. This reporter h[illegible] ever seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. “Aero the Acro•Bat is a totally awesome dude,” said Rita Zimmerer, one of the luc[illegible] girls who sat in the front ro[illegible] the circus. “For a little bat

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Aero's act is based agility and plain ol' guts. He frequently buzzes the au[illegible] fr[illegible] as he leaps from trapeze to leaps f[illegible]n bathed in brilliant her[illegible]ally buzzes the audience brilliant yellow spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he prepares for one of his now-famous power dives.

Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even t[illegible]ide operators from the fa[illegible] gathered und[illegible] what migh[illegible] final [illegible]rmance. [illegible]ed [illegible] out really

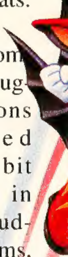
fun, but then it got weird,” recalled circus janitor Al Artus. “I thought that little bugger was gonna bite it, all right,” added Janette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero t[illegible] Acro•Bat realized that this was more death-defying th[illegible] [illegible] One of the platforms wa[illegible] rigged with explosives ... which threatened not only o[illegible] super bat, but the entire audience as well! “I thought I'd wet my pants,” complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. “When that platform disintegrated, my life was in Aero's hands.” Capable hands indeed, as it turned out.

Shr[illegible]ded in darkness as the [illegible]igh[illegible] mysteriously mal[illegible]tion[illegible] Aero leaped to safe[illegible] injury and still man[illegible]land with a flourish!

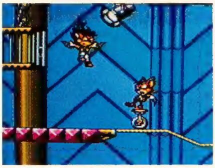
But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the “bad boy of the big top,” the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This report[illegible]d that Ektor [illegible]bo-tage the ci[illegible] and anyone u[illegible]gh to get in h[illegible]way. And he's not about to stop until Aero —and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots himself out of [illegible]annons like a crazed kamikaze. [illegible]en't even mentioned [illegible]ound tightrope balleri[illegible] loves to squish bats. [illegible]out a handful!



But these battles can't com[illegible]pare to Aero's early struggle toward fame. Auditions landed him bit parts in low-budget films, but nothing he could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. “They said they needed bats,” says an embarrassed Aero. “How was I to know they meant wooden ones?” But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe



members. Allegedly,his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked Ekt uring the early cir ays. "He started out with al stuff ike squirting rs, explod igars, glue our underwe sort of g. Next th now, ere's grease and dynamite in t

Ektor hadn't years. Unti appear n th ring w A demise in mi Tad "S Shi wit brainwashe members i promised ve and their own dr they bagged the li

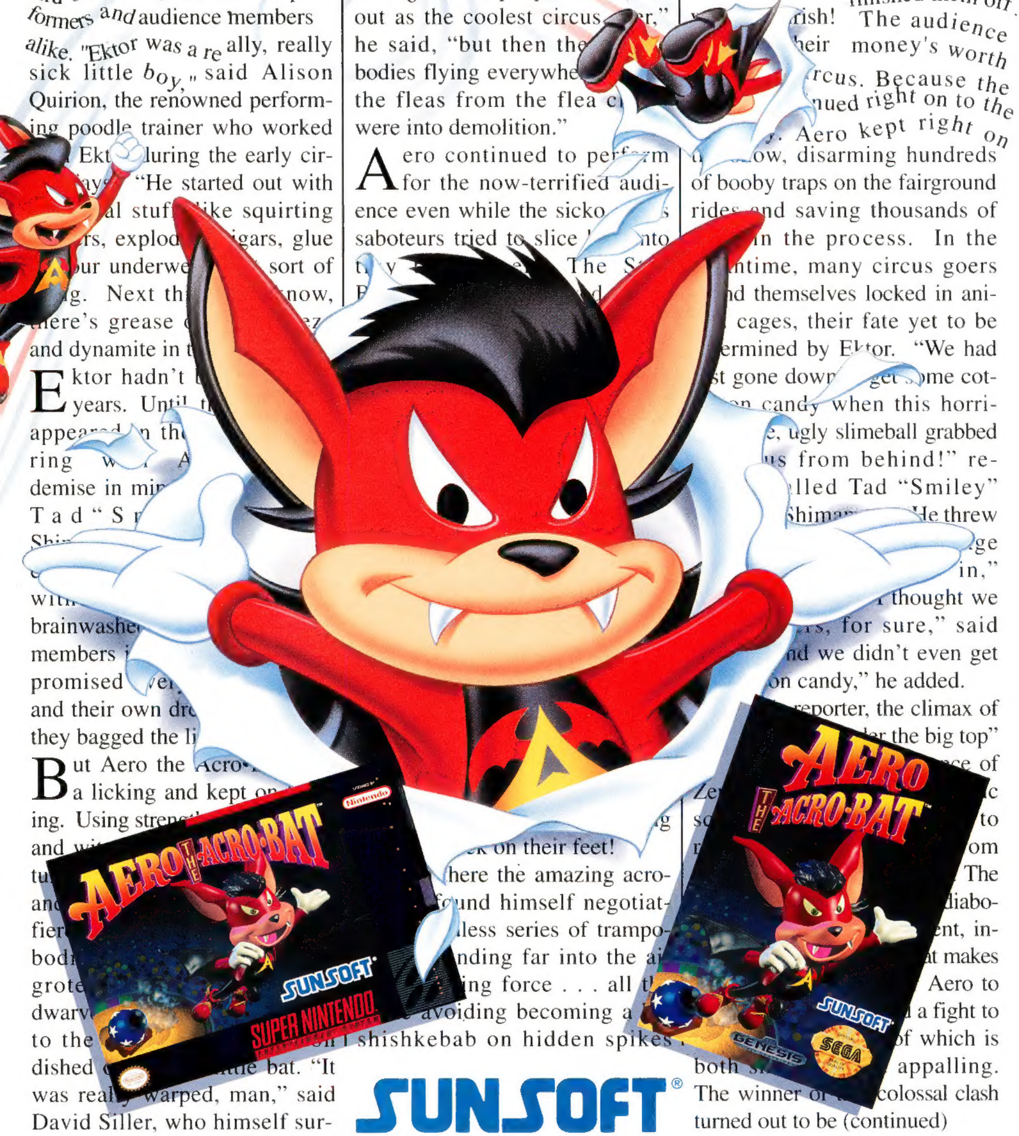
But Aero the Acro- a licking and kept o ing. Using stren and w tu an fier bod grote dwarv to the dished e bat. "It was really warped, man," said David Siller, who himself survived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus er," he said, "but then the bodies flying everywhe the fleas from the flea c were into demolition."

Aero continued to perf m for the now-terrified audience even while the sicko s saboteurs tried to slice nto t y The S P d

k on their feet! here the amazing acro- found himself negotiat less series of trampo nding far into the ai ing force . . . all t avoiding becoming a shishkebab on hidden spikes

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's henchman. And he finished them off rish! The audience heir money's worth rcus. Because the nued right on to the . Aero kept right on ow, disarming hundreds of booby traps on the fairground rides and saving thousands of n the process. In the ntime, many circus goers d themselves locked in animal cages, their fate yet to be ermined by Ektor. "We had st gone dow get me cot n candy when this horri e, ugly slimeball grabbed us from behind!" recalled Tad "Smiley" Shima He threw ge in," thought we s, for sure," said nd we didn't even get on candy," he added.

reporter, the climax of r the big top" ce of Ze c sc to r om The diabo- ent, in- at makes Aero to a fight to of which is both s appalling. The winner o colossal clash turned out to be (continued)



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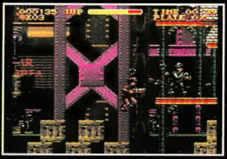

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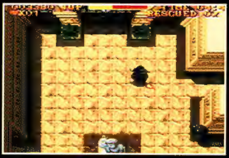
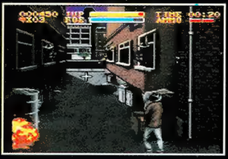


You're Eliot Ness, a former D.A. It's only natural that you're called in for a hostage rescue at the County Courthouse.



Ness, you gotta go this one alone. Capone's trigger-happy henchmen are battling with a rival mob for territorial rights.

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